

AUSTRALIAN CUBE™



AUSTRALIA'S BEST NINTENDO MAGAZINE

4

FEATURING

EXCLUSIVE PAL REVIEW!

STAR WARS™ THE CLONE WARS™

"Begun, the Clone Wars has..." Yoda whips out the big guns in this intergalactic laser-fest!

4 PAGE HANDS-ON!

MEDAL OF HONOR

We fight them on the beaches!

PREVIEW!

NEW
BRILLIANT
16 PAGE GBA
SECTION



8 PAGE SPECIAL FEATURE!

ALL I WANT FOR XMAS...

Massive overview of the year, Xmas bargains and an unmissable competition!

FEATURE!



LEGEND OF ZELDA

IN-DEPTH! Six pages of new screens and info!



TONY HAWK'S 4

INDY! The one reason to pull off a stale-fish...



DIE HARD VENDETTA

YIPPIKAYAY! Die hard or dead in the water?



MARIO PARTY 4

REVIEWED! Get the party started Mario-style!

RESIDENT EVIL ZERO

EVIL DEAD! The evil has landed in Raccoon City. Be afraid...



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"excite, enthuse and inform"

ISSN 1447 0721



04

PARAGON PUBLISHING



Image from Star Wars: The Clone Wars -
see review page 58



WELCOME

WELCOME TO THE magazine that we are already calling our best issue yet and, as always, it's cram-packed with the very best in GameCube gaming. Not only have we hijacked those clever frenchies at Ubi Soft to give us an in-depth look at the stunning-looking, cel-shaded first-person shooter, *XIII*. Perhaps more importantly, we've also managed to glean yet more all-important info on *Zelda* just prior to us getting our grabbing mitts on the finished Japanese version in December – it's going to be one heck of a Christmas in the **CUBE** offices, I can tell you. Until you get to read our exclusive review then, you'll have to make do with the latest details (all exclusive, of course!).

Normally, it's customary for me to wax lyrical about the amazing reviews that we have on offer. Unfortunately, and this is very unusual for Nintendo, the Christmas line-up is lacking the traditional clout that is usually typical of a company that likes to hit the top spot over the festive period. With *Mario* already leaping and a jumping off the shelves and no sign of Samus or Link to keep us company, we'll all have to look to third-party developed games for our holiday fun.

We can't do much about the lacklustre games line-up over Christmas, but we can improve your gaming experience. So, to cheer y'all up we've put together a wealth of reviews and previews for you and our usual

super useful Q & A's in order to enhance your gaming. It is with great sadness and just a bit of excitement that I also have to announce that I am handing the **CUBE** baton into the very experienced hands of Miles Guttery. Those of you who can remember the days of the SNES may recall that it was the very same chap who wrote the official *Super Metroid* guide that accompanied the game, so not only has he been around for a while, but he also knows his stuff. However, I'm still Group Editor of the mag so I'll be around in the shadows ensuring that **CUBE** remains the best GameCube magazine that money can buy. Thanks for putting up with me for the last four issues.

Simon Phillips
Group Editor

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CUBE

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★ ★ ★ ★ ★
**EXCLUSIVE
PAL REVIEW!**
★ ★ ★ ★ ★

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there is no try

STAR WARS: THE CLONE WARS

The world's biggest Nintendo GameCube magazine!



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⌚ "Damn you, Yoshi!" The **CUBE** lunchtime multiplayer sessions are back!

⌚ The only football offering this season. Isn't it lucky then that it's really good.



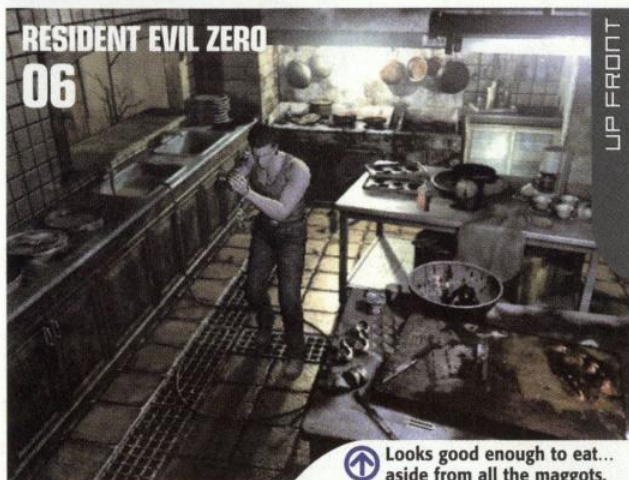
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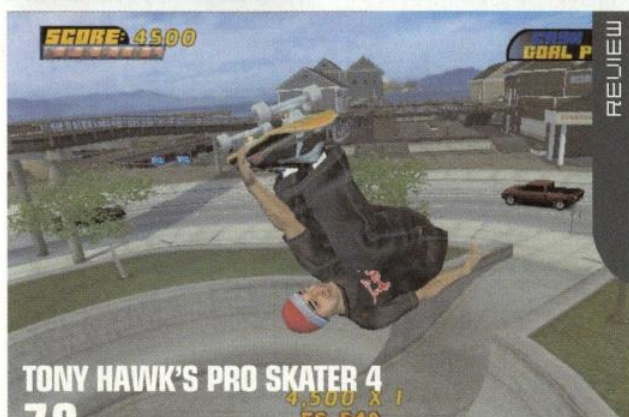


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UP FRONT

Looks good enough to eat...
aside from all the maggots.



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REVIEW

Tut, Aggressive Inline is so six
weeks ago...



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The latest news, interviews and
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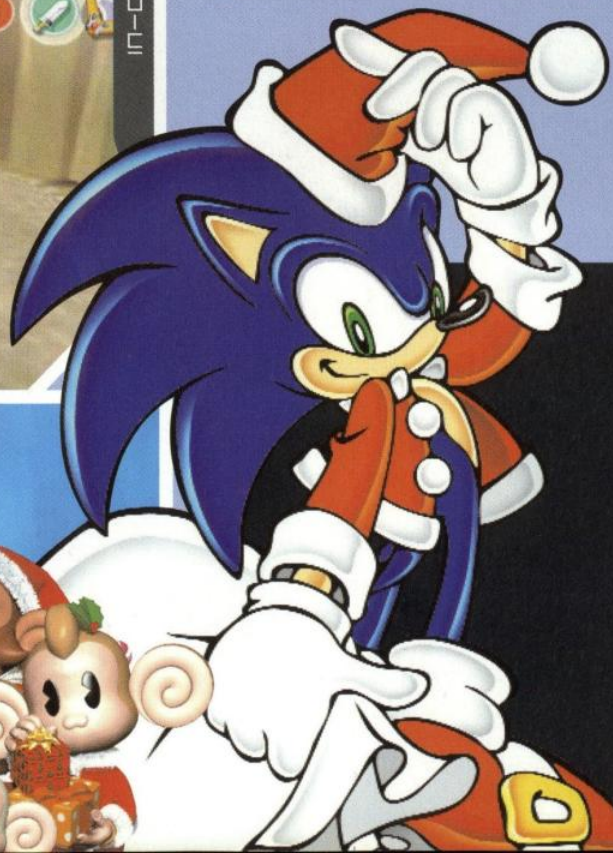
NETWORK CUBE

The helpful bits like guides and cheats,
interspersed with your feedback and
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ALL I WANT FOR XMAS IS CUBE

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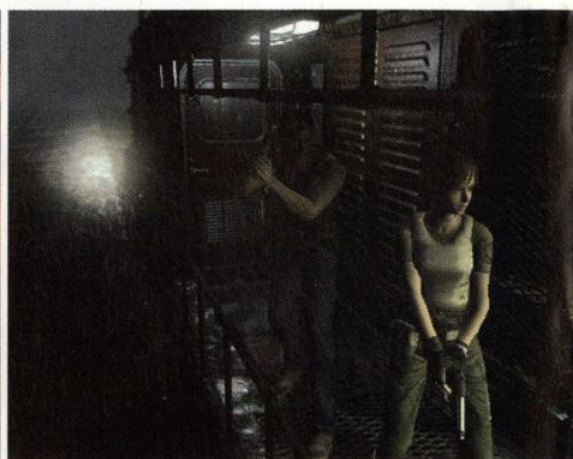
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ALL I WANT FOR XMAS IS CUBE

It's been one hell of a busy year hasn't
it? **CUBE** looks back at what
happened and shows you all the best
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ANIMAL CROSSING DIARY

New monthly series starts here ...28



CUBE

INFORMATION

RESIDENT EVIL ZERO

PUBLISHER: CAPCOM

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: SURVIVAL HORROR

PLAYERS: 1

PERCENTAGE COMPLETE



AT-A-GLANCE

■ AMAZING 'WET' TEXTURES

■ AN ENTIRELY NEW STORY

■ CONTROL TWO CHARACTERS

■ INTRIGUING NEW PUZZLES

■ ALL-NEW WEAPONS AND SECRETS

TOTAL GAMES FRANCHISE MOVIES PICTURES



RESIDENT

Wet and slippery... Capcom shows off with its latest textures

YOU MAY HAVE noticed that something has changed about this game. We've started calling it *Resident Evil 0* as opposed to *Biohazard 0*, simply because the game is now coming out in the US before Japan. By the time you read this, tens of thousands of lucky US gamers will be exploring the outer rims of Raccoon City. In preparation for our massive hands-on feature next issue, here are the final shots to be released from Capcom.

We've gone on and on about how Minami-san and co have taken the *Resident Evil* Remake-engine and improved it but these new shots give a tantalising glimpse into just how far the GameCube's texturing abilities have been pushed. We've never seen textures that have so successfully created such a disgusting, dank atmosphere. One section appears to be set in some underground passageways where the walls are glistening with moisture. Another sections sees Billy and Rebecca dragging themselves through the sewers, the walls of which are covered in slime, and Lord only knows what else. We can only imagine what kinds of creatures are lurking around down here – there are many other enemies yet to be revealed, but one new addition comes in the form of the Special Ops zombies. Brand new FMV cut-scenes show Special Ops teams infiltrating the Ecliptic Express (the Umbrella train) only to be attacked by mutant leeches that are carrying the T-Virus. Needless to say, these troops are fully zombified by the time you get there and their body armour won't make you fight any



"WALLS GLISTEN WITH
MOISTURE, SLIME AND LORD
ONLY KNOWS WHAT ELSE"

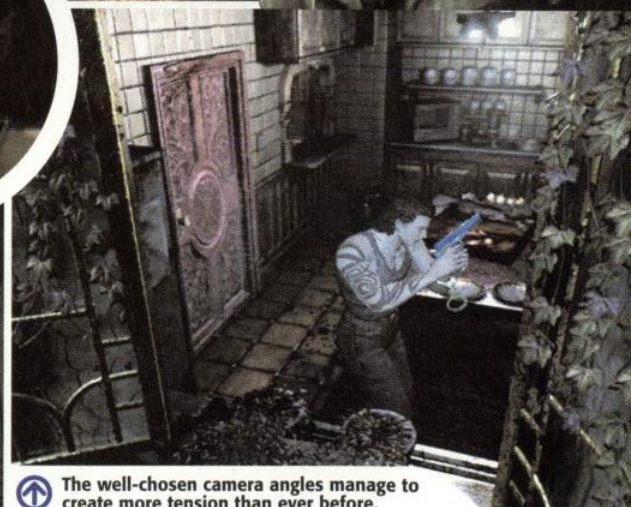
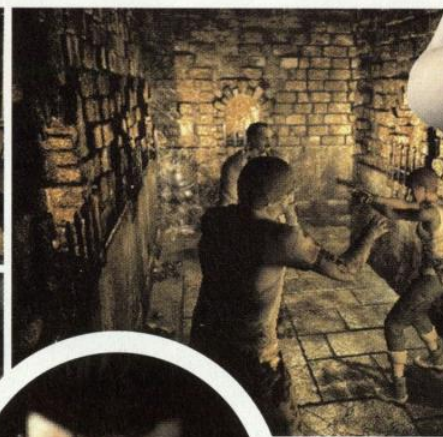
UP FRONT
RESIDENT EVIL ZERO



EVIL ZERO

easier. Thankfully, there will be an arsenal of new weapons to choose from – we'll be making good use of that automatic shotgun.

The last chunk of information comes in the form of the mansion. Anyone who has played *Resident Evil* will know that Rebecca ends up in the Umbrella mansion, but the story never explains how she got there. *Resident Evil 0* will attempt to fill those gaps in the storyline, and some of the shots on this page show the couple exploring the entrance hall. The camera angles have changed and the textures have been given a noticeable facelift, but this only succeeds in raising more questions. If Billy made it into the mansion, what happened to him afterwards? There's no mention of him in any other *Resident Evil* games, so he must die at some point in the adventure. Then there's the whole William Burkin and Albert Wesker situation. We know from previous screens that they're behind all this, but how far does their evil stretch and what relation do they bear to the white-haired mystery man? All will be revealed next issue...



⌚ The well-chosen camera angles manage to create more tension than ever before.

CUBE



007

CUBE

CUBE

INFORMATION

RAYMAN 3: HOODLUM HAVOC

PUBLISHER: UBI SOFT

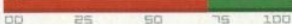
DEVELOPER: IN-HOUSE

ORIGIN: FRANCE

GENRE: PLATFORM ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



AT-A-GLANCE

■ ALL-NEW ENEMIES

■ GBA LINK-UP

■ NEW POWER-UPS

■ CLASSIC PLATFORMING

■ DETAILED FANTASY WORLDS

TOTAL GAMES: 1 MOVIES: ☒ PICTURES: ☒



MAR '03

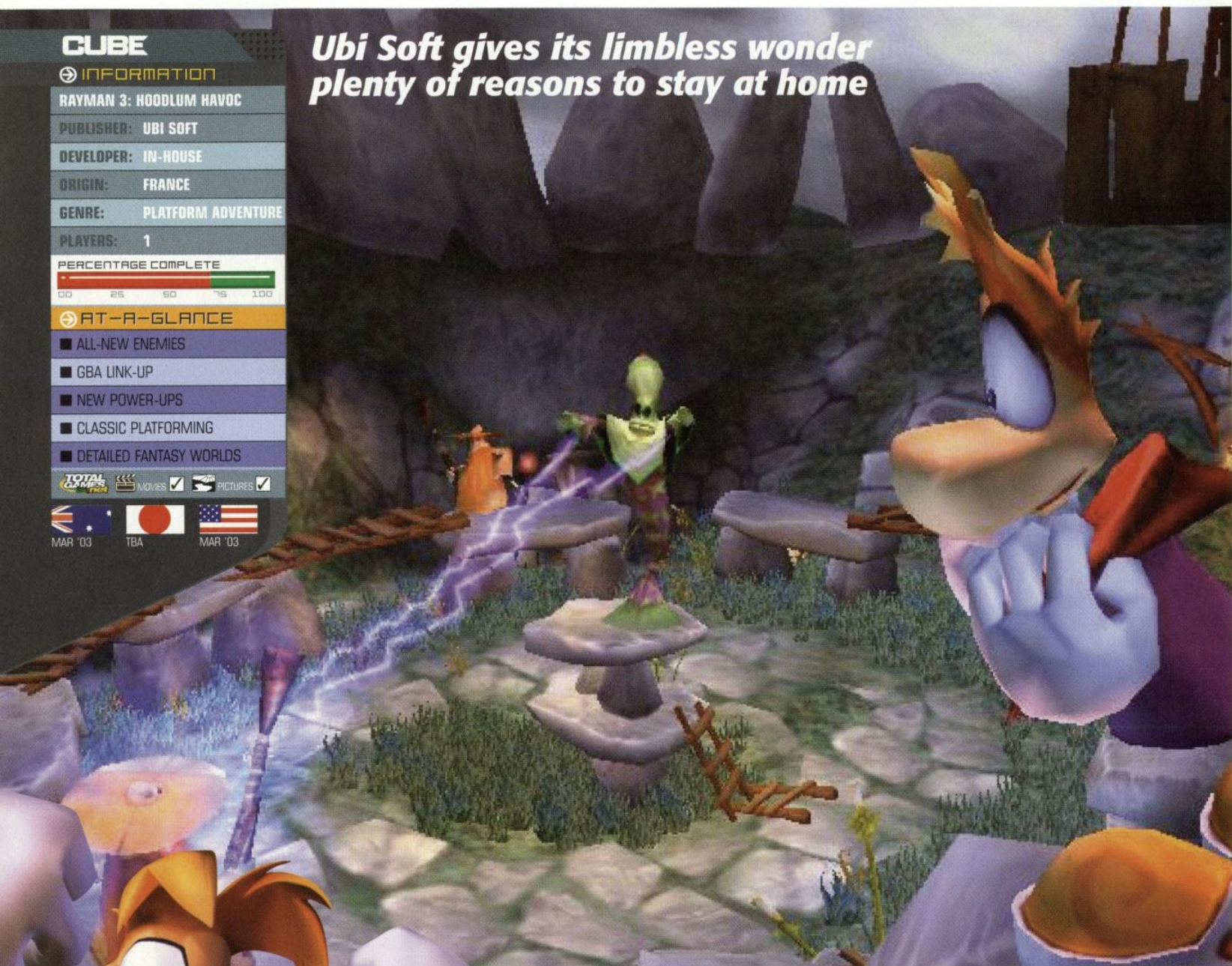


TBA



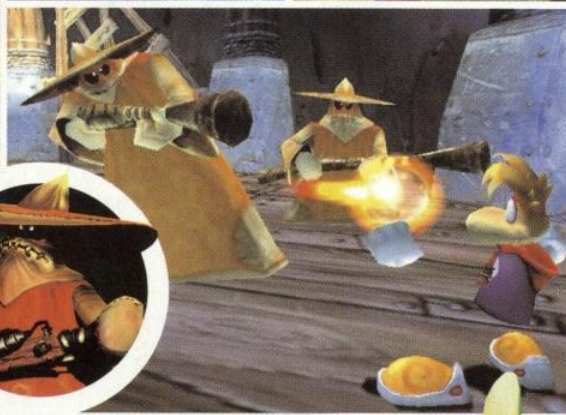
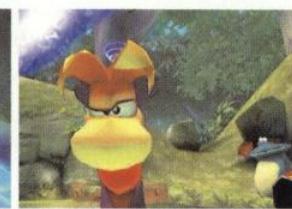
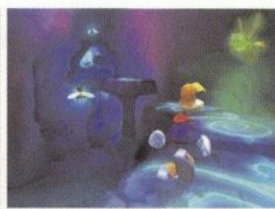
MAR '03

Ubi Soft gives its limbless wonder plenty of reasons to stay at home



"...ANIMAL CROSSING, ZELDA AND RAYMAN 3 ARE ALL ARRIVING IN THE EARLY MONTHS OF 2003"

UP FRONT
RAYMAN 3: HOODLUM HAVOC



RAYMAN 3: HOODLUM HAVOC



IT'S NO SURPRISE that *Rayman 3* has slipped to March of next year. It was looking very nice the last time we saw it but the lack of screenshots was very telling and the game simply isn't finished. The delay is no bad thing of course – as if we could really make room for another decent title, but then March isn't that much better. With *Resident Evil Zero*, *Animal Crossing*, *Zelda* and *Tripnell Sec* (work it out...), all arriving in that period it's going to be a busy Easter. Oh well, mustn't grumble.

After going on about how many different enemies Rayman will have (much to his horror), Ubi Soft has released pictures of the curse-invoking Hoodlums that will no doubt be sniping you at every opportunity. The main soldiers are called Hoodmongers. Armed with 'Boomsticks' these guys

are the most common foes in the game. Apparently, they partake in frog-shooting contests when they're bored. While dodging the Hoodmonger fire, you'll need to be aware of the booby-trap explosives that are hidden everywhere. The Hoodbooms are like some sort of Guy Fawkes character, and more often than not, they will turn crates of prune juice into explosives. One of your objectives is to collect this strange delicacy, so extreme caution is necessary.

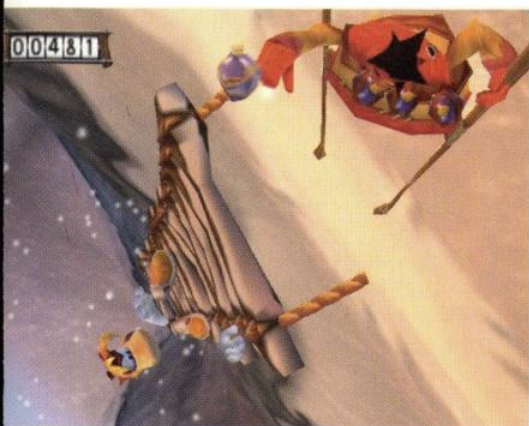
The Stumblebooms are among the strangest of the new characters. Walking around on stilts, they are utterly pointless on land, but in the water they cause all manner of problems. Being scared of water, Rayman has to float over rivers and lakes, a task made overly complicated when you have to navigate around a group of Stumblebooms. These water-

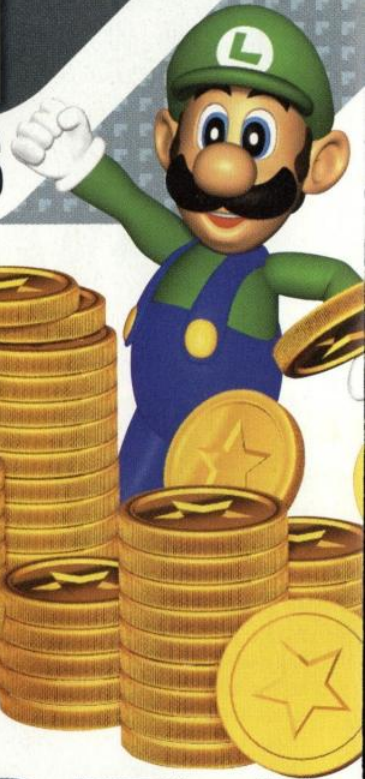
bound freaks are backed up on the far shore by Grim Keepers. In keeping with the name, they are usually the most troublesome enemies, but only because they hold a large amount of Grims under their cloaks. These tiny, yet annoying creatures will explode on impact. Avoiding one is easy enough, but the Grim Keepers keep armies of these things hidden away.

Last up are the Hoodoo. Inspired by the film *'The Labyrinth'* (you remember right... *"The power of voodoo, hoo-doo, you-doo, do what, remind me of the babe."* Anyway...) these mysterious mages sit hidden away meddling with the arcane arts. Whatever it is they're up to, it isn't good.

Rayman 3 will also feature GBA link-up bonuses when the two ship simultaneously next March.

CUBE



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GAMECUBE NEWSNEWS
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AT A GLANCE

THE PRICE IS RIGHT?

Nintendo talks shop but not prices... it's all very well talking about GameCube 2 but how about marketing this machine first?



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PARTY TIME AGAIN!

The Cube Clubs return with a vengeance; 1080° *Avalanche* and the *Metroid Prime* live action advert revealed!



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GHOST IN THE GC SHELL

It looks like the GameCube will be getting its fair share of tactical shoot-'em-ups after all.



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DEVELOPER DIARY

Part three of our insider articles that follow the development of horror game *Asylum*.



PAGE 015

TOTALGAMES.NET

Check out the latest on the TotalGames.Net as well as news of the latest GC positions in the international sales charts.



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INFO MANIA

An up-to-date release list, CUBE's most wanted and most played.



PAGE 017

THE PRICE I

Nintendo talks shop, but there's still no word on prices

NINTENDO OF AMERICA'S

Executive Vice President of Sales and Marketing, Peter MacDougall, recently gave a speech where he candidly talked of Nintendo's approach to online gaming, the importance of third-party developers and even of a hardware successor to the GameCube.

According to MacDougall Nintendo is "intrigued by the potential" of online gaming yet a Nintendo-developed online game overseen (of course) by Miyamoto-san would "significantly reduce the number of games he develops".

Translation: don't expect Nintendo's answer to *Phantasy Star Online* anytime soon. On the subject of its own abilities, the previously aloof Nintendo seems to have altered its outlook. "At one time it was possible for Nintendo internally to develop most of the best-selling games that played on our systems; those days are long gone". Such comments from a senior figurehead of the company aren't however as damning as they may seem. As was noted, the exclusivity of the *Final Fantasy* series, the *Resident Evil* series and second-party developers all

contribute to Nintendo's advantage over its competitors. Perhaps most interesting of all though, amid recent rumours that the GameCube would be Nintendo's last console, is MacDougall's assertion that the Japanese giant is "well underway on the successor to both GameBoy Advance and GameCube". Indeed, we're told "the best of Nintendo is yet to come". Here at CUBE we've rarely heard Nintendo talk so openly and honestly about itself and its competitors. In fact as a company it seems to be altering its outlook. With the US Cube Clubs, demo discs and an aggressive marketing push, the videogame stalwart seems intent on not just producing the goods but also on letting the public know

"WORK IS WELL UNDERWAY
ON SUCCESSORS TO BOTH THE
GBA AND THE GAMECUBE"



**NINTENDO
GAMECUBE™**

S RIGHT?

about it. Wonders will never cease... According to Nintendo, us PAL gamers will also start to witness Nintendo's change in attitude. As yet though, while we're expecting more Cube Clubs and the introduction of demo discs, such developments are unconfirmed.

Despite this new found frankness, and perhaps conspicuous by its absence in MacDougall's speech, Nintendo's approach to the competitive price cuts of both Sony and Microsoft is still unresolved. At the time of writing, the Xbox is retailing in Australia at \$459 bundled with both *SEGA GT* and *Jet Set Radio*

Future. A GameCube costing £180 with *Super Mario Sunshine* and a Memory Card 59, is perhaps not as competitively priced as it could be. There is the argument that reducing hardware prices too frequently (the launch itself was cheaper than expected) devalues the console, yet with Sony currently unsurpassable in sales terms and the Xbox outselling the GC in Australia, Nintendo might have to lower prices or release decent bundles to compete. After all, it is the software rather than the console on which it makes a significant profit.

CUBE

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THINKS...
FIRST IMPRESSION

■ The GC Christmas line-up is sensational in both the US and Japan (they're seeing the launch of *Metroid Prime* and *RE O*) yet this is of little consequence in PAL territories where we'll have to wait until 2003. Put simply, we think that given the marketplace conditions, the GC is just a bit too expensive. It's not that the GC isn't worth the asking price (far from it in fact). It's just that the promise of future hits is not reason enough to buy a GameCube. Nintendo may sink in the short term without releasing some competitive bundles. Why is it that we can see this but Nintendo can't?

CUBE

IN THE
CUBE WITH...

SHELLY FRIEND

NAME: SHELLY FRIEND
POSITION: HEAD OF PR
COMPANY: NINTENDO



We chatted to Shelly about this, that, and even the other.

CUBE: The US has just seen another round of Cube Clubs to promote games such as *Resident Evil O*, *1080° Avalanche* and *Metroid Prime*. Will the UK get its own versions in the Spring?

SF: We will certainly be ensuring that everyone gets the opportunity to play these games along with the rest of our 2003 line-up, and also games that have already been released.

CUBE: GameCube has just been slashed to the equivalent of £75 in New Zealand. Is this a sign of things to come? If not, why has this price cut occurred?

SF: New Zealand is a very different market to Europe. In Europe we launched Nintendo GameCube at the best possible price for launch and we currently have some great value bundles available including our *Nintendo GameCube Super Mario Sunshine* Bundle. We have no plans to change the price.

CUBE: Despite *Mario Sunshine*'s retail success, Xbox hardware is strangely still outselling GameCube hardware in the UK. Why do you think this is?

SF: Obviously when any price drop happens there is a natural uplift in sales, but to sustain this in the long term you need to provide great

games that people want to play. With the already successful launch of *Super Mario Sunshine*, the imminent release of *Eternal Darkness* and *StarFox Adventures* being released on 22 November, along with our stunning line-up for next year, we are confident that Nintendo GameCube will continue to be a huge success.

CUBE: *1080° Avalanche* has now been announced for a Feb '03 release in the US. Do you plan to release the game early next year in Europe or will we see the same delays as we did with *1080°* on the N64?

SF: *1080°* will launch in Europe in 2003 but we have not yet announced an exact release date.

CUBE: *Animal Crossing* has yet to be given a date in the UK. Can you confirm whether you plan to release this title at all following its success in Japan and the US?

SF: *Animal Crossing* is a very unique game and has been a big success in Japan. It launched in the US on 16 September and we will continue to monitor its success there before we make a final decision regarding the launch in UK.

Ah, Shelly Friend... as forthcoming as usual ;o) By the way, **CUBE** has since learned that AC will definitely be coming to the UK in Spring '03.

CUBITES

THE TASTIEST MORSELS
OF INFORMATION FROM

HITMAKERS

The Xbox and PS2 smash hit *Hitman 2: Silent Assassin* has finally been confirmed for GameCube. The game is set for a Spring '03 release. We'll bring you further details and a full interview with the developers in the next issue.

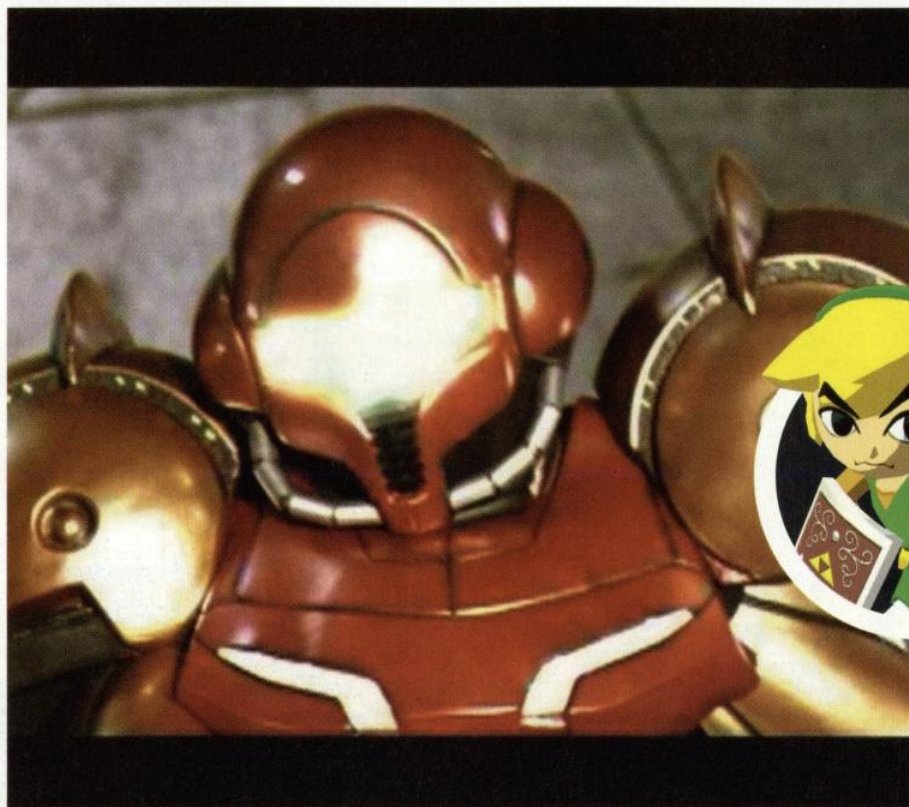
OOOPSIE-DAISY

Okay, we admit it; there was a big mistake in last issue. *WWE Wrestlemania X8* was supposed to get a score of 6.7. Instead we accidentally managed to give it 5.3. Sincerest apologies to THQ and Yukes and, erm... we'll go now. Sorry.



HOLY SEQUELS!

Batman 2, the sequel to *Batman Vengeance* is in development and will be ready in time for autumn '03. Ubi Soft seems to think the caped crusader is a pretty smart character and we'd have to agree. At this rate it will come out before *Batman: Dark Tomorrow*.



PARTY TIME



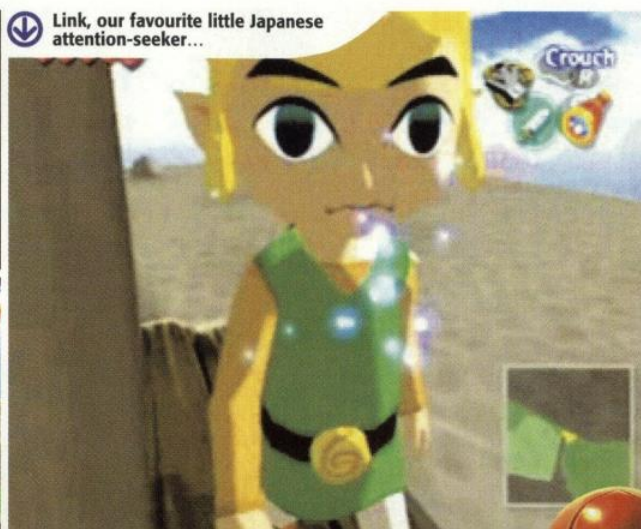
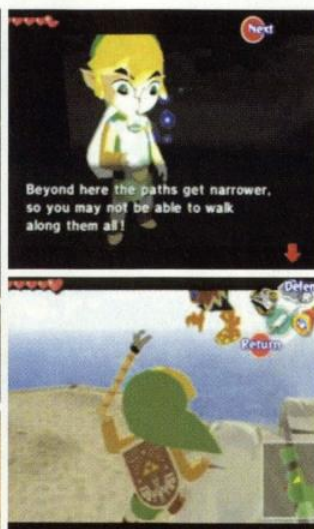
An extreme sportsman never gets board..... sorry.

The Cube Clubs
return with a
vengeance

FROM OCTOBER 17 to December 21, Nintendo of America will be touring the United States with round two of the Cube Clubs, which are designed to raise awareness of the Nintendo brand among older audiences. As well as giving people the opportunity to sample free drinks provided by co-sponsors Snapple and to hear all of the latest tunes from DJs in 'listening lounges' provided by Panasonic, club-goers have also had the chance to play all of the latest and up-and-coming GameCube and Game Boy Advance games.

Highlights so far have obviously been Nintendo's first-party efforts





AGAIN!

Metroid Prime and *The Legend of Zelda*, but other titles such as *James Bond 007: Nightfire* and *Resident Evil 0* are also causing quite a lot of excitement. One thing that we weren't expecting though was to see the massive changes that have taken place in *1080° Avalanche*. Early videos showed huge, expansive areas similar to those found in the N64 prequel, but the latest two-level demo seems to show that the developers have taken the series in a new direction. Although there are still areas that give you a large sense of scale, the game also has an *SSX Tricky* feel to it, with the emphasis placed on tricks.. Whether this is a good thing or not is up to you, but for the record the developers have stated that there will be

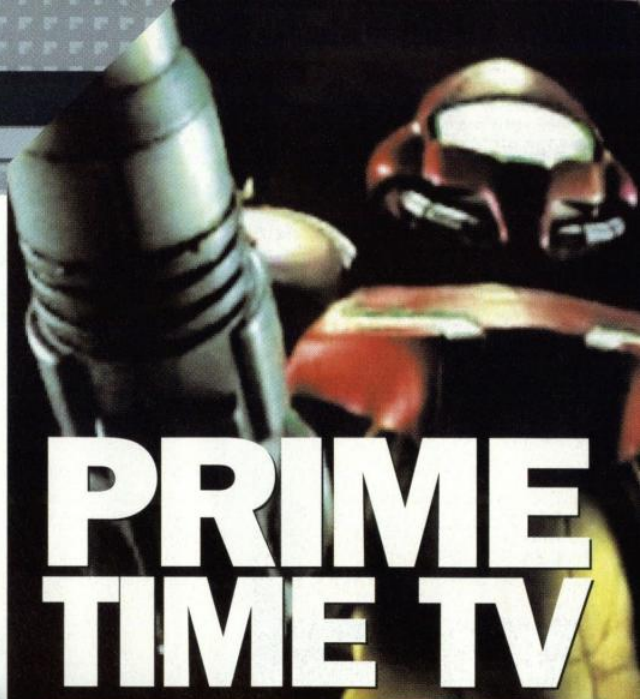
numerous routes through the levels, so maybe these sections only form part of the main areas.

Everyone had their own opinions of course; the latest version of *Metroid Prime* received a good reception from most, but also suffered from accusations of it being a little too slow in places. *Zelda* was the real star of the show though, and with a Japanese release only a few weeks away anticipation is at fever-pitch. Other news included an announcement of a special Platinum *Metroid Prime* GameCube pack that will be on sale in the US this November, with an expected UK release sometime in February. Bring it on!

CUBE

CUBE THINKS... FIRST IMPRESSION

■ Okay we admit it; we're jealous. There are several titles that the US is getting this Xmas that we're not going to see until early next year. On a more positive note though, what the US gets we'll get in the near future. This means some great TV adverts, another run of the Cube Clubs, demo DVDs and a high-profile games machine that actually gets shelf space at the front of games stores. The best is yet to come...



PRIME TIME TV

Live action Samus

It's not only the Cube Clubs that are causing US Nintendo fans to get sweaty under the collars. *Metroid Prime* has received its first advert, which is currently being shown in cinemas around the country and should be on Aussie screens closer to the game's release. Directed by Alex Proyas – of *The Crow* fame – it features a mix of in-game footage and real-life acting mixed with computer-generated environments. To see it moving is unreal, and the switch between real-life environments and the in-game ones is seamless, highlighting the insane amount of detail that has gone into the game. Take a look at the screenshots below.



IN THE
CUBE
WITH...

YE WEI

NAME: YE WEI
POSITION: PRODUCER
COMPANY: UBI SOFT

CUBE: How did you get into the videogames industry?

YW: Well, games were already an important part of my life; I grew up with videogames. In 1977, I played my first game, which was *Pong* on Atari's console. I was only seven years old then, but I had already learned computer programming when I was 12. I still remember the hard time I had when trying to code in *Assembler* on Macintosh 6502.

I wrote the first Chinese game-book at University and after graduation I joined a videogame magazine and became one of the reporters. As a journalist I interviewed big guys, such as the former Presidents of Sega and Namco, Mr Nakayama and Mr Nakamura. I gained invaluable experience in game development through them and when Nakayama asked me why I didn't work in the game industry, I realized it was the right thing for me to do.

When Ubi Soft China started recruiting people in Shanghai in Feb 1999, I applied for the job and became their Game Designer.

CUBE: What are your Top 3 videogames of all time?

YW: Firstly, *Pong* would be the best because it changed my life!

Secondly, *Super Mario Bros.*, a game which changed the entire industry. A good text book for every Game Designer.

Finally, I would like to see a *Dungeons & Dragons* game to come third.

CUBE: How long has the GameCube version of *GR* been in production?

YW: The project has been in development since this spring.

CUBE: Will there be any new features for the GameCube version?

YW: Yes of course. Although *Ghost Recon* is already a very successful PC game, we needed to do some modifications and create new features when we were porting it to a home console. We have prepared several surprises for the GameCube version and I promise that each player will have a different experience.

CUBE: Can you tell us about the kind of atmosphere you're trying to achieve with this game?

YW: It's a Tom Clancy license, so the Cold War must be the main theme. It is very realistic – sometimes maybe too realistic. Just like a real battle you can never make any mistakes. You need to co-operate with your team members consistently. You'll never know where the next bullet is coming from. Even a tiny mistake will end your life. This is what war is about.

On your feet soldier!



GHOST IN THE GC SHELL



Finally the strategy war-games are arriving on the GameCube.



UBI SOFT HAS FINALLY announced that *Ghost Recon* is set for a release on the GameCube, early next year. The acclaimed PC game sees you controlling six US special forces Commandos known as 'Ghosts'. Set in the year 2009, it's your job to put a lid on the Communist rumblings going on in the East. Although you'll be hopelessly outnumbered by adversaries, your special training with all types of advanced weapons and the ability to act with extreme stealth, will give you the advantage you need to complete your missions. As well as looking pretty with maps, which stretch out over 400 square meters, *Ghost Recon* features several gameplay innovations over previous Red Storm (the developer) games, such as

Combat Points. You can build up the ultimate squad by assigning these to specific criteria, such as leadership and accuracy, but if a member gets killed in action the points will go with him. You'll then have to enlist a green-gilled trooper and start his training from scratch. This lends another element of strategy to the game as well as giving you an incentive to take good care of your members.

With this, *Starcraft: Ghost* and others all on their way, it looks as if the GameCube will be catering for the more strategy-minded PC players, as well as traditional console players in the near future.

CUBE

www.totalgames.net

TOTAL GAMES.net

The place to be for GameCube news, reviews, tips and gossip!

IF YOUR MONTHLY fix of all the latest **CUBE** news isn't enough to get your brow slightly damp, then frankly, you need help. Good for you then that simply typing in the following words will grant you the cure you need. Cube.totalgames.net is the online version of your favourite mag... well, okay then – favourite games mag – and as well as all of the content from the past issues of **CUBE**, you'll find it packed to the gills with screenshots, movies, galleries, hints, tips and plenty more. If that isn't enough to get you dropping this fine publication and grabbing for yo... hey! Hello? Anybody there?

UP-TO-THE-MINUTE NEWS

There's never a quiet moment in the world of gaming, and if you don't keep an eye on what's going on you may just be left behind. To avoid this potentially terrible situation, head on over to the front page of cube.totalgames.net each day to check out the latest gossip. From this front page you'll be able to hit a link to see what's new. If you want to look for any past entries, why take a trip back in time then you can simply use the search engine?

CUBE, WITHOUT THE PAPER

If you were crazy enough to miss an issue of the gaming bible **CUBE** then fear not! Each month all of the reviews and previews are uploaded to TGN, so you'll be able to have a quick look at what games are currently causing us to loosen our ties at lunchtime before hitching a bus into town and spending your wedge. We're just too kind. Better still, we can show you full-size screenshots and movies on the site, so you'll be far more informed than anyone else.

THE HOTTEST CHEATS IN TOWN

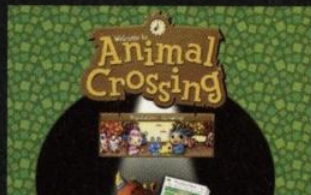
Getting grief from Ganondorf? Receiving a kicking from Koopa? The tips index situated at cube.totalgames.net may just be your saviour! The **CUBE Solutions** team work night and day to provide their readers with the most helpful and relevant walkthroughs and cheats around, so if you find yourself all of a tizz, then you know where to go. If you still can't figure it out you can always jump on the forums and see if any of the solutions team are online.

NEW FRIENDS AT THE TOUCH OF A BUTTON

If we've ever got a spare minute or two on our hands (between typing and playing *TimeSplitters 2*) then we undoubtedly end up at the TGN forums... and we think that you should too. People from all sides of the planet gather here to talk about the subject of games. To say that it's interesting at times would be pushing the definition of the term 'understatement' over the edge. Come take a look, you never know who you might meet!

CUBITES

THE TASTIEST MORSELS
OF INFORMATION FROM
THE WORLD OF NINTENDO



CROSSING SOON

Despite all the rumours you may have heard, Animal Crossing IS coming out in Australia. The delay is due to the multi-lingual translations. Expect the magical world to be in your fingertips in March.

WINDY POPS

The Legend Of Zelda has been given a subtitle in Japan. It roughly translates to Legend Of Zelda: Melody Of The Wind, although this name has yet to be confirmed for the US and Australia.



IN SESSION

Metal Gear Solid director Kojima-san has revealed that he's working on a Nintendo game. Sadly it's a GBA court-room battle game by the name of Gyakuten Saiban. Great...



SQUARED UP

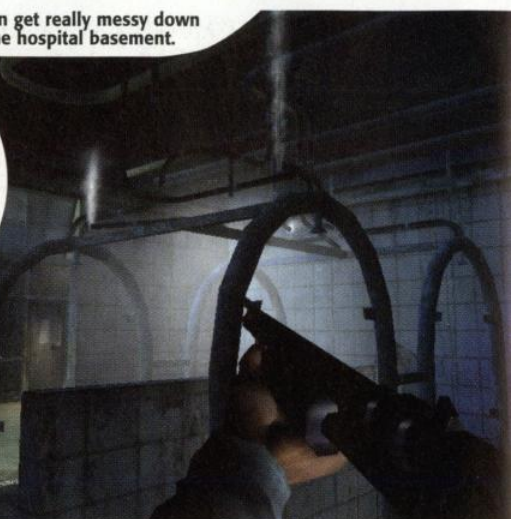
Squaresoft held an event this month in Japan where it revealed some more information on Final Fantasy CC. Apparently the game will support four players and your stats won't appear on screen but on a linked-up GBA screen.



EXCLUSIVE
NEWS



Things can get really messy down here in the hospital basement.



PART THREE

OOOOHH MATRON!

DEVELOPER DIARY...

Every issue we'll be speaking to DarkBlack, the people behind what could be the most disturbing shoot-'em-up on the GameCube...Asylum.

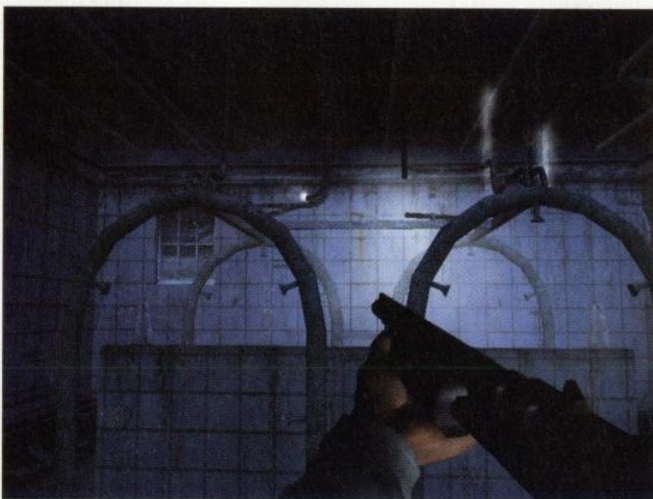
THIS MONTH WE have been hard at work with the first technology milestone for our publisher, and I'm happy to say that it's been passed. The milestone needed to show various technology demos, which showcased our AI and particle effects. All of the lads' hard work has paid off.

We have also been busy building a new section of the hospital for the game, which ties in with the updated

storyline we have been writing. I can't say too much on this at the moment, but what I will say is that we no longer have the original TV show scenario (originally the game was based around a game-show gone wrong). As good as we thought it was, we found the idea to be a little restrictive. Don't worry though, the new idea is still as scary and f***ed up as ever! If anything the new storyline is even weirder than before.

As soon as we've finished adding the finishing touches to the design I'll give you an exclusive on the new plot and what the player can expect when playing Asylum.

TONY CHARLTON
EXECUTIVE PRODUCER, DARKBLACK



RELEASE LIST

CUBE's at-a-glance guide to what you can expect in 2002.

US	Star Wars: Bounty Hunter	Activision	Adventure	18 Nov	★★★★
US	Resident Evil Zero	Capcom	Adventure	18 Nov	★★★★
Jap	Biohazard Zero	Capcom	Adventure	21 Nov	★★★★
Aus	Star Fox Adventures	Nintendo	Adventure	22 Nov	★★★★
Aus	James Bond 007: Nightfire	Electronic Arts	Shoot-'em-up	22 Nov	★★★★
Aus	Medal Of Honor: Frontline	Electronic Arts	Shoot-'em-up	22 Nov	★★★★
Aus	GameCube WaveBird Controller	Nintendo	Hardware	22 Nov	★★★★
Aus	Mario Party 4	Nintendo	Party Puzzler	29 Nov	★★★★
Aus	Tony Hawk's Pro Skater 4	Activision	Sports	29 Nov	★★★★
Aus	Mat Hoffman's Pro BMX 2	Activision	Sports	29 Nov	★★★
Aus	Minority Report	Activision	Adventure	Nov	★★
Aus	Ty The Tasmanian Tiger	Electronic Arts	Platform	29 Nov	★★
Aus	Scooby Doo	THQ	Adventure	29 Nov	★
Aus	Knockout Kings 2003	Electronic Arts	Sports	29 Nov	★★
Aus	Spyro: Enter The Dragonfly	Vivendi	Adventure	29 Nov	★
Aus	Jimmy Neutron: Boy Genius	THQ	Adventure	29 Nov	★
Aus	Hot Wheels: Velocity X	THQ	Racing	29 Nov	★
Aus	Bomberman Generation	Vivendi	Party Puzzler	29 Nov	★★★★
Aus	Die Hard: Vendetta	Vivendi	Shoot-'em-up	29 Nov	★★★
Aus	Zapper	Infogrames	Platform	Nov '02	★
Aus	Jedi Knight 2: Jedi Outcast	Activision	Shoot-'em-up	Nov '02	★★
Aus	Black And Bruised	Vivendi	Sports	Nov '02	★★★
Aus	BMX XXX	Acclaim	Sports	Nov '02	★★★
US	Legends Of Wrestling 2	Acclaim	Sports	Nov '02	★
Jap	The Legend Of Zelda	Nintendo	Adventure	13 Dec	★★★★
Aus	Ghost Recon	Ubi Soft	Shoot-'em-up	Dec '02	★★★
Aus	X-Men: Next Dimension	Activision	Beat-'em-up	Dec '02	★★
Aus	Shrek Extra Large	TDK Mediactive	Adventure	Dec '02	★
US	Resident Evil 2	Capcom	Adventure	Dec '02	★★★★
Aus	Galleon: Islands of Mystery	Interplay	Adventure	Jan '03	★★★
Aus	Rally Fusion: Race of Champions	Activision	Racing	Jan '03	★★
US	Star Wars: Bounty Hunter	Activision	Adventure	Jan '03	★★★★
US	Zapper	Infogrames	Platform	Jan '03	★
Aus	Batman: Dark Tomorrow	Kemco	Adventure	Jan '03	★
Jap	Wario World	Nintendo	Adventure	Jan '03	★★★★
Aus	Metroid Prime	Nintendo	Shoot-'em-up	Jan '03	★★★★
Jap	1080°: White Storm	Nintendo	Sports	Jan '03	★★★★
Aus	Robotech: Battlecry	TDK Mediactive	Shoot-'em-up	Feb '03	★★★
US	The Legend Of Zelda	Nintendo	Adventure	Feb '03	★★★★
Jap	Soul CaliburII	Namco	Beat-'em-up	Feb '03	★★★★
Aus	Animal Crossing	Nintendo	Adventure	Q1 '03	★★★★
Aus	Phantasy Star Online EPI&II	SEGA	Adventure	Q1 '03	★★★★
Jap	F-Zero GC	SEGA	Racing	Q1 '03	★★★★
Aus	Micro Machines	Infogrames	Racing	Q1 '03	★★
Aus	Rayman 3	Ubi Soft	Adventure	Mar '03	★★★★
Aus	XIII	Ubi Soft	Shoot-'em-up	Mar '03	★★★★
Aus	The Legend Of Zelda	Nintendo	Adventure	Apr '03	★★★★
Jap	Mario Party Online	Nintendo	Party Puzzler	Q2 '03	★★★★
Jap	Mario Kart Online	Nintendo	Racing	Q2 '03	★★★★
Jap	Animal Forest Online	Nintendo	Adventure	Q2 '03	★★★★
Jap	GameCube Wars	Nintendo	Strategy	Q2 '03	★★★★
Jap	StarFox GC	Nintendo	Shoot-'em-up	Q2 '03	★★★★

CUBE RECOMMENDS

IF WE COULD AFFORD THREE GAMES THIS MONTH, HERE'S WHAT THEY WOULD BE...



STARFOX ADVENTURES

There has been plenty of controversy over whether *StarFox Adventures* is good or not, but here at **CUBE** we love it. If you loved *Zelda: OoT*, you'll love this, and let's face it; who didn't like *Zelda*? It's so good that Chandra has taken to playing it through again.



TONY HAWK'S 4

Being the fourth game in the series, Activision's team really has refined the gameplay to perfection. With all-new stunts, moves and the inclusion of the spine-transfer, not to mention the removal of the time limit, no extreme sports fan should be without it.



MARIO PARTY 4

The die-hard, multiplayer gamers out there must be wetting themselves! As if *Super Monkey Ball*, *Bomberman Generation* and *TimeSplitters 2* aren't enough, Nintendo brings us yet another serving of multiplayer mayhem. Beware of blisters!

CUBE MOST WANTED

THE GAMES THAT EVERYONE HAS BEEN TALKING ABOUT...



F-ZERO GC

The most recent *F-Zero* footage from TIGRAF was so fast, slick and sharp it nearly made our eyes bleed. With a visual style that only SEGA seems to be able to pull off, and that time-honoured Nintendo fine-tuning of the gameplay, *F-Zero* looks set to wipe out the competition.



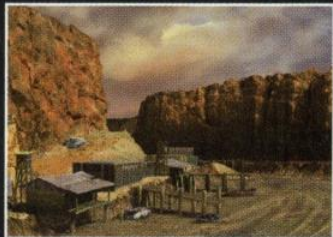
RESIDENT EVIL ZERO

Nintendo of Japan's demo DVD has left us in no doubt that the biggest shock gamers will have when playing *RE Zero* is from the graphics. Honestly, seeing this game in action, we could barely believe it was running on a GameCube – it really is that stunning!



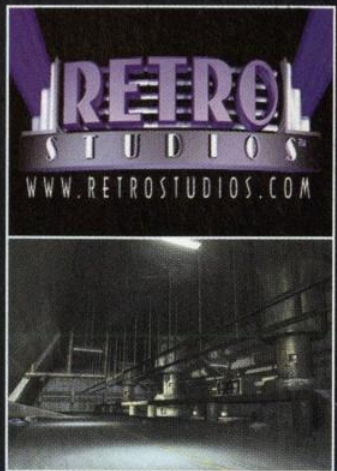
THE LEGEND OF ZELDA

So what if we mention *Zelda* at every possible opportunity. Until we get a copy we're going to feature what could be the game of the decade every single month in our most wanted; every damn month you hear us... but hold on, we'll have it by next month! (begins hyperventilating then dies of excitement...).

WHATEVER
HAPPENED TO...CUBE LOOKS BACK AT GAMES THAT
HAVE MYSTERIOUSLY DISAPPEAREDTHUNDER
RALLY

Just over a year ago Retro Studios was working on four titles; *Metroid Prime*, *RuneBlade*, an American football game and a rally game by the name of *Thunder Rally*. *Metroid Prime* was Nintendo's baby though, and as the project progressed it became clear that the team needed to concentrate on that one title. Sadly, this meant that the other titles got whacked on the head – *RuneBlade* and *Thunder Rally* may well be resurrected now that *Metroid* is finished though.

Thunder Rally was a bit of a mystery game because it wasn't due to be a standard racing title; instead it was going to introduce innovative new features... no further details ever surfaced though. Fingers crossed for its resurrection.



(C)2002 Nintendo
(C)AMUSEMENT VISION / SEGA, 2002



MILE-HIGH CLUB

Mind-blowing new shots of F-Zero GC

IT WAS AN unexpected pleasure when Nintendo announced the joint venture between Amusement Vision (SEGA in-house team) and Nintendo to develop the next in the *F-Zero* series. That was way back at the start of this year though and despite AV president Nagoshi-san slipping us a few tasty morsels at E3 in May, we've heard nothing since... until now that is. At the end of October, Nagoshi-san spoke

at the TIGRAF (computer graphics festival) on the evolution of racing games. His speech culminated with a brief video of *F-Zero GC*, showing never-before-seen footage. The game looks outstanding. Mixing the frantic tension of *F-Zero X*, the solidity of *F-Zero SNES* and the pure adrenaline of *Daytona*, *F-Zero GC* really is something to behold. It's quite apparent from some of the stills that the game is

using an upgraded version of the *Super Monkey Ball 2* engine, however you would never know it from watching the game in action.

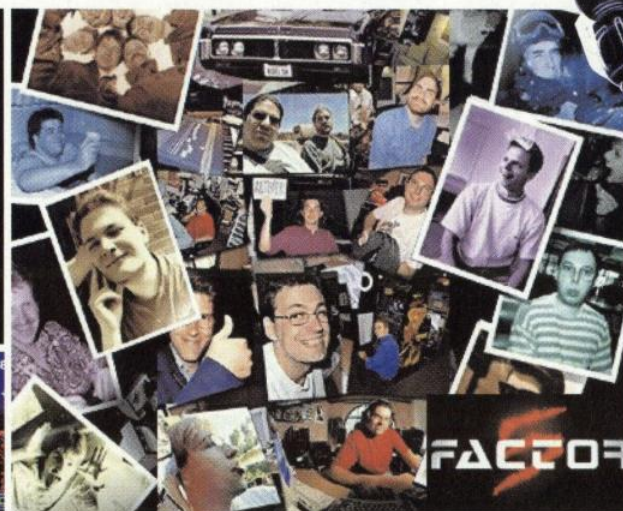
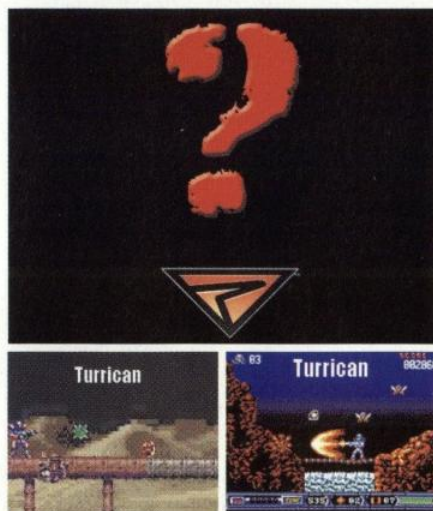
No mention has been made of the release date, although Xmas '02 (date given at E3) seems unlikely, especially seeing as Nintendo has said nothing since E3. Expect a whole load of gorgeous new shots to be available next month.



(C)2002 Nintendo
(C)AMUSEMENT VISION / SEGA, 2002



(C)2002 Nintendo
(C)AMUSEMENT VISION / SEGA, 2002



GCM GAMECUBE NEWS

FINAL THOUGHT...

...AND SO WE begin the walk down the road to the next generation. The GameCube has only been out in Australia for six months and already Nintendo is talking about the machine's successor. Nintendo's Executive VP of Sales and Marketing, Peter MacDougall, went on the record this month as saying that successors to the GameCube and GBA are already in development. In all honesty this can be put down to standard progression. Naturally, as soon as Nintendo's R&D department finished with the GameCube hardware they had a short break, then started dreaming up ideas for the next big thing. It doesn't mean that Nintendo is abandoning the GameCube; both Sony and Microsoft have mentioned that they are working on successors to their current platforms. The truth is that Nintendo has already gone on record as saying that it expects the GameCube to have a significantly longer lifespan than the average games console, i.e. lasting until 2006/07. Erm... how exactly?

Well, the real big hitters won't arrive until 2003. Then you have Nintendo's online games (*Animal Crossing Online*, *Mario Kart Online* etc), which will start hitting at the end of 2003 and go through 2004. At this point the true second generation classics like *Too Human* will start to arrive. Suddenly 2007 doesn't seem that far off after all...

EYE OF THE STORM

Factor 5 prepares to whip up a frenzy

A LONG TIME ago, in a galaxy far, far away... well, actually it was the summer of 2000 and the place was California but, well... before Nintendo showed off the *Rogue Leader* demo to the world at Spaceworld '00, Factor 5 was working on another title. *Thornado* was the game that everyone was getting excited about. The spiritual successor to the *Turrican* games (Factor 5 no longer holds the rights to the name) has featured on the Factor 5 Web-site for over two years now but development never really

got going due to *Rogue Leader*. Still, the *Thornado* logo and a lone piece of artwork have sat silently waiting while the team beavers away on it in San Rafael. Early demos of the game were shown behind closed doors at E3 '02 but try as we might we couldn't get in. The *Thornado* homepage hasn't been updated for two years but just recently a huge question mark has appeared on the front page. This can only mean that the company is preparing to say something. Expect some sort of announcement along with the very first screens of this *Metroid*-style game to appear within the next few issues. Until then, log onto www.totalgames.net/downloads to listen to some of the in-game music!



DRAGON'S LAIR Dungeons and Dragons

YOU MAY REMEMBER us saying that the ancient game *Dragon's Lair* is to receive a 3D update on the GameCube. You can see from these new shots that the cel-shading works extremely well in bringing the old arcade game to life. The story has you as Dirk the Daring, a knight who must save the beautiful princess

Daphne from the evil wizard Mordroc (and no, we're not joking). Clichés aside, this looks to be a fun game and a lasting challenge, with 250 rooms to explore and 40 types of enemies to slay. THQ is aiming for a release in Q1 '03, so you expect more dragon-slaying info to crop up in the new year.



CUBE fondly looks back at 2002 – what a year it's been!

WELCOME! WELCOME! ONE AND ALL! Yes, it's that time of year again – hang up the tinsel, feel the sun on your back and prepare to look happy as you try on pair after pair of new socks and corduroy trousers (erm, that's just you, Gary – Ed) – it's Christmas! This year, instead of slacking off work and gorging ourselves on mince pies and playing *Zelda*, we've decided to put together this super-spangly feature for all of you, our lovely readers. Inside you'll find our review of the past year, your (the readers) reviews of the past year, a buyers guide and lots more. So sit back, put your feet up and try not to let granny see that bottle of brandy you've got hidden away in the back. Merry Christmas!

AT A GLANCE

Your reference to exactly what's in this lurvely feature...

ON THE FIRST DAY OF CHRISTMAS...

The GameCube facts. What exactly has happened this year? Oh nothing really... just the launch of the greatest games console ever.

020

TOP 5 MUST-HAVE GAMES

If you absolutely, positively have to spend £200, there are only five games that will do. In our opinion, no person is complete without these.

022

2002: A GAMING ODYSSEY

There were many highlights this year, but just as many disappointments. The **CUBE** team go over their highs and lows of the year.

024

WE THE UNDERSIGNED...

My, my, aren't you lot opinionated... Let it never be said that we don't listen to what you say. Here are your opinions of the year.

026

BARGAIN HUNTERS

For all the imminent adopters out there we've clawed together all the best GameCube deals out there. It's amazing what you can get for next to nothing.

028-029

ALL I WANT FOR XMAS... IS RIGHT HERE!

Are we doing a deal or a we doing a deal!? You're never going to find a prize better than this. Just look at it all. It could be yours...

028-29

ALL I WANT FOR XMAS IS CUBE

ALL I WANT FOR XMAS IS CUBE



THE NINTENDO CHRISTMAS COUNTDOWN!

Ah-ha! Forget a partridge in a pear tree and all that other nonsense! Here are 12 reasons to be really happy!

This year has really been something special for Nintendo gamers. Just cast your eyes over our 12 special dates that have really stood out during the past year for the proof.



3 MAY On the 11th date 'til Christmas, Nintendo gave to me...

LAUNCH DAY!

Australian gamers finally got their hands on the GameCube. There were a total of 22 games to choose from on launch day, including *Luigi's Mansion* (which took the top spot) and *Rogue Leader*.



22-24 MAY On the 10th date 'til Christmas, Nintendo gave to me...

ELECTRONIC ENTERTAINMENT EXPO '02

Ahh... E3. There was far too much gaming goodness here from all the companies, but it was Nintendo in particular that stood out with playable demos of all their top titles, including the likes of *Super Mario Sunshine*, *The Legend of Zelda* and *Metroid Prime*.



14 JUNE On the 9th date 'til Christmas, Nintendo gave to me...

PIKMIN

A shift in style from Miyamoto-san. Although the premise of using tiny little creatures to help find parts of your spaceship doesn't sound particularly exciting, Nintendo packed enough clever tricks and puzzles into this to keep even the most demanding of gamers happy.



29-31 AUGUST On the 8th date 'til Christmas, Nintendo gave to me...

ECTS/NINTENDO BREAKFAST

Although nowhere near E3 in terms of glitter, ECTS aims to please a different audience. This year's highlights were dancing Konami girls and *Monkey Ball Jr.* The Nintendo Breakfast allowed us to play more *Zelda*, *StarFox* and *Metroid*. Joy!



6 SEPTEMBER On the 7th date 'til Christmas, Nintendo gave to me...

AGGRESSIVE INLINE

Aggressive Inline proved to be a refreshing change, and delivered a much more complete and playable game than the disappointing *Tony Hawk's 3*. With bigger levels and three times the amount of challenges, this was generally regarded as the king of the extreme sports titles.



14 SEPTEMBER On the 6th date 'til Christmas, Nintendo gave to me...

RESIDENT EVIL

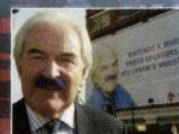
The first game since *Pikmin* to really get the sales of the GameCube going. Beautiful and gory all at once, *RE* went some way to proving the GameCube's worth in the adult market. Oh, and it was one hell of a game. Roll on the prequel.



4 OCTOBER On the 5th date 'til Christmas, Nintendo gave to me...

SUPER MARIO SUNSHINE

Heavy television and cinema advertising supported the Des Lynam-backed launch, and it was hard to go out anywhere without being made aware of the stocky Italian's latest adventure. As expected, it shot straight to the top of the charts. What a surprise...



1 NOVEMBER On the 4th date 'til Christmas, Nintendo gave to me...

TIME SPLITTERS 2

The definitive console FPS. Great in single-player and multiplayer. With so many different elements to the game including mini-games to play on your PDA and brick throwing among the more bizarre, it proved hard to get any work done with this beauty in the office!



1 NOVEMBER On the 3rd date 'til Christmas, Nintendo gave to me...

ETERNAL DARKNESS

Okay so it's the same day as *TS2*... what can we do? A perfectly tuned psychological horror that spanned centuries and provided a solid storyline and believable characters. A great debut Nintendo title from Silicon Knights.



18 NOVEMBER On the 2nd date 'til Christmas, Nintendo gave to me...

METROID PRIME

Yes, we're talking about the US release but it has to get a mention. As expected everybody went mad over this and it's really no surprise. The perfect blend of a classic *Metroid* atmosphere and seamless gameplay makes this a must-own title for GameCube owners everywhere.



22 NOVEMBER On the final date 'til Christmas, Nintendo gave to me...

STARFOX ADVENTURES

The Americans received this first, and despite some negative reviews from the US, the game shot to the top of the charts across the globe. Rare's only GameCube title and one of the best games it has ever created.



CHRISTMAS IS RUINED!

...unless of course you have these games.

Forget social faux pas at the festive dinner table or burning the Christmas turkey or even having your parents drop into conversation the bombshell that you're adopted... no, a Christmas to forget would be to have a GameCube, yet not own a single one of **CUBE's** top five of 2002...



SUPER MARIO SUNSHINE

NINTENDO 2002

CUBE SCORE 9.4

Scorchio...

Only Nintendo and Shigeru Miyamoto could have created a game to compare to the sublime *Mario 64*. Here at **CUBE** we've learnt to treat the camera as an extension of Mario, and we adore those old skool, pixel perfect levels. In fact, playing *Mario Sunshine* made us remember why we loved Nintendo so much in the first place. It's not without its critics, but honestly, when was the last time (apart from six years ago) that you played a game with such inventive and wondrous charm. Mario, eh? Water guy!

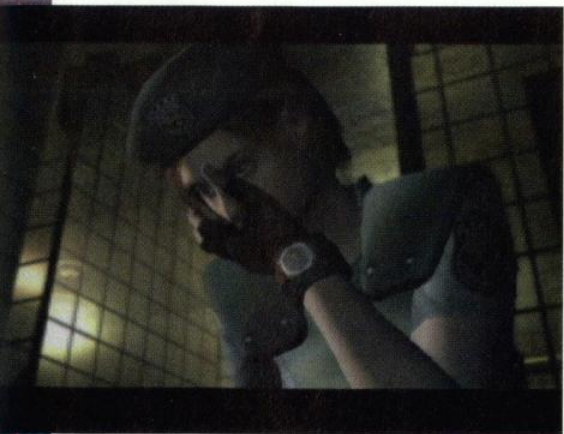
RESIDENT EVIL

2002/CAPCOM

CUBE SCORE 9.2

Eeeeevil!

Coming from Capcom, the company that first sunk its teeth into the Survival Horror genre, *Resident Evil* was not so much designed as lavishly and painstakingly crafted. The game really is a thing of terrible beauty. The graphics themselves are enough to make even die-hard cynics gasp at their sheer splendour (while they gag at the horror), and as for the terror – well, we're still trying to get those blood-curdling screams from out of our heads. Proof if needed, that adults really do get scared too.



TIMESPLITTERS 2

2002/EIDOS

CUBE SCORE 9.5

Side-splittingly good

Three words are all you need to know. The first two are 'better than' and the last is 'GoldenEye'. It really is that good. The AI is better, the locations... everything except the storyline is better. While many anticipated that *TimeSplitters 2* would excel mainly in the Level Editor, character selection and the multiplayer, we've been astounded at how the Story mode (co-op included) also raises the sights for first-person shooters and is in fact one of the best on any console...ever!



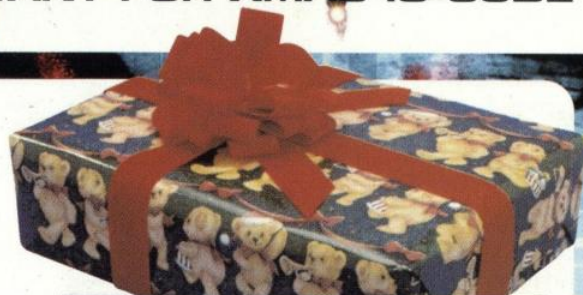
STARFOX ADVENTURES

2002/NINTENDO

CUBE SCORE 9.4

For fox's sake, buy this game

Three years in development and a title that ultimately became Rare's first and last GameCube game, however (and quite appropriately) rarely has a developer ended with such a swansong. Indeed the music of *SFA* is no bad place to start because the whole epic and filmic sweep of the score is beautifully mirrored in the gameplay. Short of devoting ourselves to pestering punters in shops to buy the game, **CUBE** can give *StarFox* no higher accolade than to say it's made us re-evaluate our scoring system.



SUPER MONKEY BALL

2001/SEGA

CUBE SCORE 9.0

Monkey Magic

Forget *Rogue Leader* – this was THE reason for buying a GameCube at launch. SEGA's first GC game was typical of the developer. As with many SEGA games, *SMB* is easy to pick up, vibrantly colourful, instantly gratifying and cunningly addictive. The only reason we don't still play it today is because we have *Super Monkey Ball 2*.



2002: A GAMING ODYSSEY

Innovation, excellence and a bunch of arse!

FOR EVERY REACTION there is an equal and opposite reaction. Sadly it applies to the games industry as well. Here are **CUBE's** highs and lows of the year.

GARY

For Nintendo gamers, 2002 has been very exciting. Although the launch wasn't until the second quarter of the year there were enough games to justify the delay. Some may complain that it took Nintendo far too long to roll out the big guns but it has to be said that *Eternal Darkness* and *Super Mario Sunshine* were worth the wait. My particular highlight of the year though has to be the price-war. \$299 at launch!? Just goes to show how much of a good thing competition is. If software took as many cuts as this, gaming would really take off...

HIGHS

- The Nintendo-Microsoft-Sony price-wars
- The *Legend of Zelda* gradually turning into something that looks really special.
- *StarFox Adventures* not disappointing.

LOWS

- SEGA not announcing *Sega Rally 3* for the GameCube.
- Konami's total lack of decent games for the GameCube.
- **CUBE** not having an NR Reader!



BYRON

In previous years it's been almost masochistic to love Nintendo games so much yet endure the disregard it seems to have had for Europe. Thankfully 2002 has seen some changes. The price drop was clever, release dates between NTSC and PAL games have tended to shrink and in comparison to the N64 there are a lot of titles to buy. Better still, there are some absolute gems on the horizon. However, even when games are multiformat they still seem to come out on the GameCube weeks behind PS2 and Xbox. Still, with *Monkey Ball*, *TimeSplitters 2* and *Mario Sunshine* all in one year, 2002 couldn't have been much better.

HIGHS

- *TimeSplitters 2* - it's a tremendous game.
- Third-party support - Squaresoft and SEGA making games for Nintendo. Tidy.
- *WaveBird* - best... pad... ever.

LOWS

- Konami - why hasn't it given us any of its AAA titles?
- No NR Reader
- The *Freelancer* - good news for PAL gamers, or so we thought...



CHANDRA

What a year! With three viable games consoles on the market it's been one hell of a year for the consumer. Dirt cheap machines and a videogames war based on quality games has been the result. I don't remember the last time Nintendo released so many first and second party titles in one year.

Nintendo has also embraced third parties making for a wide variety of titles covering all genres; such a shame then that we can hardly ever bring you the coverage we need to because Nintendo won't supply us with an NR Reader. Even Nintendo's PR agency doesn't have one. Erm... hello?

HIGHS

- Competitive console price-wars.
- Squaresoft comes home. Sweet as.
- Innovation, gameplay and decent graphics? Who'd believe it...

LOWS

- No NR Reader!!!
- Konami completely losing the plot.
- Still no definitive beat-'em-up or racer.



"TIMESPLITTERS 2 - IT'S SIMPLY A TREMENDOUS GAME"





SIMON

Who would have thought that we'd be looking back at a year that has brought us so many high-quality, and in some cases completely original games. Sure, there have been plenty of pretty impressive updates to N64 games but the likes of *Super Monkey Ball*, *Pikmin* and *Eternal Darkness* have reminded us all that if you want originality there really is only one console to own. Best of all though is the fact that this is only the beginning...

HIGHS

- *Timesplitters 2* – it might not be *GoldenEye*, but boy does it feel like it.
- E3 – everyone who attended couldn't fail to be impressed with Nintendo's amazing line-up.
- The launch of the GameCube – it was great to welcome Nintendo back into our homes!

LOWS

- Leaving my 'baby' for pastures new...
- No Australian release of *Metroid Prime*.
- Er, the NR Reader. Will there be one in Santa's sack?

\$WE THE UNDERSIGNED...

My, my, aren't you lot opinionated...



THE TOTALGAMES.NET GAMECUBE forum has proved more popular than we ever could have imagined. In fact, at the time of writing, the forum is on its way to an astounding 100,000 posts! So, if you're a regular poster then give yourself a hearty slap on the back, and enjoy the forum-ites' overview of the GameCube year. You may even see your name in print...

TOPIC: WHAT ARE YOUR HIGHS OF 2002?

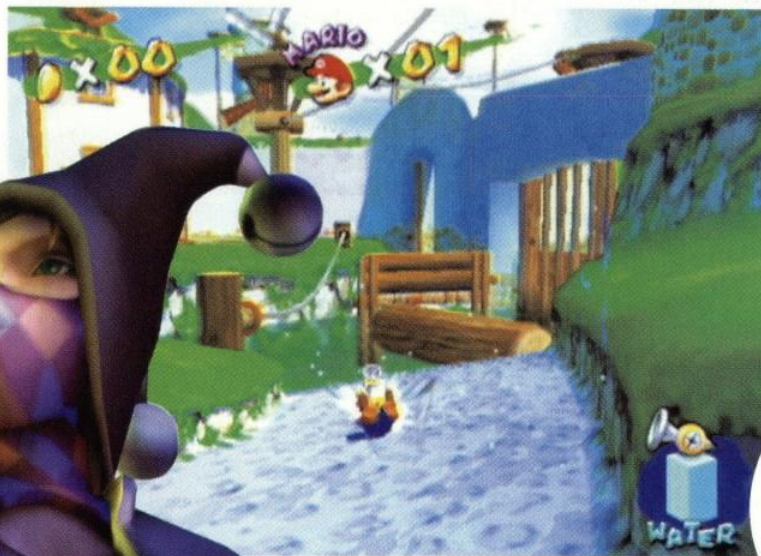
AUTHOR COMMENT

- | | |
|-----------------------|---|
| Mutter | Originality. <i>Super Monkey Ball</i> , <i>Doshin the Giant</i> and <i>Pikmin</i> have all prevented my gaming pile from becoming a <i>FIFA</i> playground. |
| JPW | The Triforce joining of Nintendo, Sega and Namco. Seeing <i>Sonic</i> on a Nintendo console. |
| Jebus | The low price. I was very willing to pay \$400 for my GC, but NOOOOO, Ninty had to go and lower it to \$299! |
| laMfRoMh0iLaNd | <i>Eternal Darkness</i> , <i>WaveBird</i> , <i>Super Monkey Ball 2</i> in multiplayer, <i>TimeSplitters 2</i> . |
| Cuboid_5000 | Playing <i>Super Mario Sunshine</i> for the first time. |
| Cain | Finally getting my hands on a Cube on 3 May, and it surpassing even my highest expectations! |

TOPIC: WHAT ARE YOUR LOWS OF 2002?

AUTHOR COMMENT

- | | |
|----------------------|--|
| Dark Assassin | Nintendo losing Rare. |
| Mario Mario | I am not happy about the Rare situation. No, Nintendo doesn't NEED Rare but by all accounts <i>StarFox</i> has proven that it is an excellent developer. |
| Moakie | The Whole 'Rare' incident. Sad to see it go, but this provides the Big N with money for prime investment in the future of gaming. |
| Solidus Snake | My biggest disappointment is that the GameCube hasn't got demo disks. |
| Duran | The endless delays of games. |
| Blizzard 224 | The summer games drought. |



FORUM TOP 5

GAMES	SCORE (% VOTE)
SUPER MARIO SUNSHINE	30
SUPER MONKEY BALL	23
SUPER SMASH BROS MELEE	21
RESIDENT EVIL	14
PIKMIN	12



ALL I WANT FOR XMAS... IS RIGHT

It being Xmas and all, we thought we'd put together the kit we want to make the perfect gaming Christmas. Imagine having this lot turn up on your doorstep come Xmas week.

WILLIAMS F1 STEERING WHEEL

CRUISE ROUND RACETRACKS IN STYLE

There has never been a perfectly weighted steering wheel... up until now that is. The Williams F1 wheel is made by JOYTECH and is the single most impressive peripheral we've ever come across.



HITACHI C28W430SN

28 INCHES OF
WIDESCREEN VISION

This wicked TV supports NICAM Stereo and has Euro AV SCART, RGB SCART, Composite AV and S-Video inputs. Did we mention that it's NTSC compatible and that it has Fastext? Good.

NINTENDO WAVEBIRDS

WIRES NOT INCLUDED!

Nintendo's radio frequency-based controllers have only just come out in OZ and honestly, once you've played with these there's no going back.



HERE!



JOYTECH PAD, MEMORY CARDS AND RGB SCART CABLE

THE PERFECT ACCOMPANIMENT OF PERIPHERALS

So you need a fourth controller, obviously... and a few memory cards would do nicely... and of course, you want the best possible picture on your brand-spanking new TV. Oh, look what we have here...



LOGITECH Z-560

**SURROUND SOUND AT
YOUR FINGERTIPS**

Naturally you'll want to take advantage of the fact that the latest GameCube titles utilise Dolby Pro Logic II, and here is the ideal system with which to do it. Sit back and pump up the volume.



NINTENDO GAMECUBE

THE FINEST GAMES CONSOLE ON THE PLANET

What kind of dream set-up would it be without a GameCube? You get the standard GameCube pack including all the power leads, TV connections and an official Nintendo pad.



DEAR *Animal Crossing* DIARY

THINGS HAVE BEEN TICKING OVER NICELY DOWN IN ALFTOWN - THE SUN HAS BEEN SHINING, THE BIRDS HAVE BEEN SINGING AND MART'S BEEN ENJOYING HIS ADVENTURES IN ANIMAL CROSSING EVEN MORE THAN USUAL...



I'm still a good 250,000 Bells in debt to old Tom and as such, have had to resort to modifying my interior design instead of thinking about a loft conversion. Luckily for me, Alftown has seen more than a few visitors including Sahara the Camel (a carpet-seller from the far East) and Wendell the Walrus, with his huge sack of wallpaper. Unfortunately though, my hard work at trying to be Laurence Llewelyn-Bowen hasn't paid off. The Happy Room Academy (who evaluate my house layout every day), still think I'm living in a warehouse. Ahh, what do they know...

Anyway, today is apparently Explorer's Day, which means I've got to actually go outside. Ugh! In any case, the mayor has obviously been doing his bit for the cause - there's a new bridge over the river (so no more long trips to my friends in the south-west) and what's more, I got a Bottled Ship just for talking to him. Even better, the well reckons everything is perfect in town... so I guess I must be doing something right.

15 NOVEMBER 2002

It's mushrooming season... yay! Unfortunately, that means having to go out and pick the damn things, and seeing as everyone loves mushrooms, I've got to get up incredibly early to do it. It seems that the mushrooms flourish at around 8am, so there's a mad rush around the village to look for fungi under the trees before anyone else gets a chance to pick them. Although getting up at this hour isn't exactly part of my constitution, I'm determined to get my hands on them all... if only for the fact that Tom pays me 5,000 Bells a piece for them. There must be something in them, but if he thinks he's getting any off me at the weekends, he's got another thing coming.

Having moved away onto another magazine though I've struck gold - someone else on my team is playing Animal Crossing too! Naturally, that means that we're now best buddies... so he's quite happy to let me visit his town on the train. Mwahaha! The fool! Does he not

14 NOVEMBER 2002



Everything is perfect!
Alftown is a
very liveable place.

14 NOVEMBER 2002

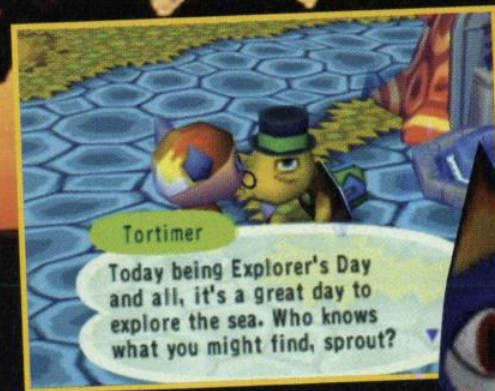
Even though it's only been a few weeks since my last entry, quite a bit has happened recently - most notably, the expansion of Tom Nook's commercial empire. Thanks largely to the whopping amount of Bells that I've been spending in his dingy little shack of a shop, he's now had the cash-flow to expand not once, but twice. From Nook's Cranny to the Nook N' Go and from there, to the Nookway... honestly, it's just onwards and upwards for that bloke. Apparently, there's another expansion just around the corner into the more upmarket Nookingtons - not that I'm complaining, of course. Hey, it just means he's going to have even more stuff for me to waste my vast sums of money on...

Saying that though, not much has happened in terms of improving my house -



Pierce

Oh, don't I know it!
I only feel at one with nature
when I'm yanking a fish out
of it...



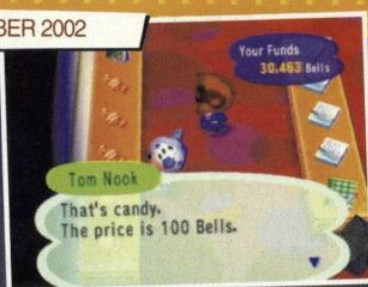
Tortimer

Today being Explorer's Day
and all, it's a great day to
explore the sea. Who knows
what you might find, sprout?



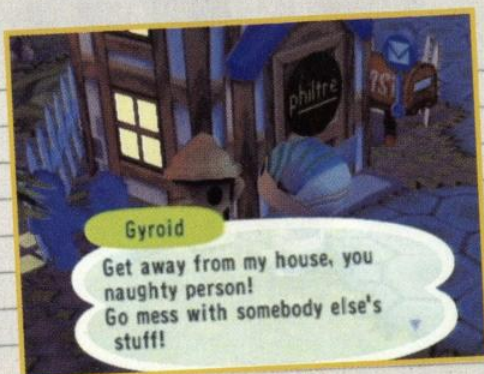
MY FAMILY AND OTHER ANIMALS

15 OCTOBER 2002



Hehe, the joys of nicking people's friends. Mwahaha, you are my wife now!

31 OCTOBER 2002



understand that I will steal his fruit, his precious shop items and (best of all) his favourite villagers? It's a simple process really; after plugging his Memory Card into Slot B, I get on the train and head for Philtre (his home town). When I get there, I run around introducing myself to all his villagers and work out which ones I like best, and then, I send them all letters with some great presents in like furniture, clothes and cash. The result? As many as three of them move to my town at a time... and I reap the benefits of having cool villagers like Zoe the Anteater and Tank the Rhino. Yay! If only it was this easy being an evil genius in real life...

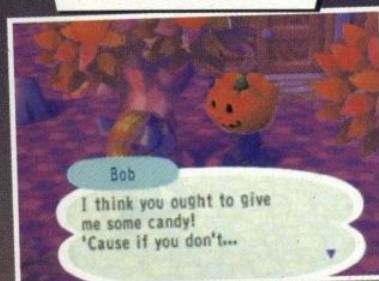
30 NOVEMBER 2002

The last day of the month has rolled around again, so that means another crack at Tom's (probably rigged) Lottery. Thankfully though, I've been saving up tickets like nobody's business, so



I've got a good chance; in fact, I've got so many tickets that I've had to buy a whole bunch of cupboards and dressers from Tom (in total over 60,000 Bells) just to store them in. Hmm... I think I see where his plan is going. In any case though, there's some real treats on offer today – a regal cupboard, a white king and best of all, an exotic lamp. Lovely! Bagsy me that top prize, eh Tom? The look in his eye tells me otherwise; in fact, it's absolutely no surprise that I end up coming away with only the two lesser prizes again. AGAIN! And there I was, thinking that having more than 20 attempts at winning would yield some kind of reward... damn that cunning raccoon!

Of course, that's not the only reason things have been getting exciting in town – it's also Halloween. Personally, I've never really seen the point of the whole thing but for some reason, everyone in town's gone Halloween-crazy; everyone's dressed up in silly masks and seems intent on trying to make my life a misery by changing all my furniture into pumpkins. Bah! However, there's a new face in town... some crazy bloke by the name of Jack O'Lantern. Not surprisingly, he's got a bit of a sweet tooth and so I plied him with as much candy as I could carry – the result? He handed over an entire set of spooky furniture (God knows where he's keeping it on him), which means that although it'll mean living in darkness for a bit, I've finally got a complete matching set of furniture in my house. Maybe that'll keep the HRA off my back for a few days...



Halloween was a little uneventful until Jack O' Lantern came on the scene...



CONTINUED NEXT MONTH...



INFORMATION

MEDAL OF HONOR: FRONTLINE

PUBLISHER: EA

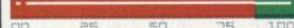
DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: SHOOT-'EM-UP

PLAYERS: 1-4

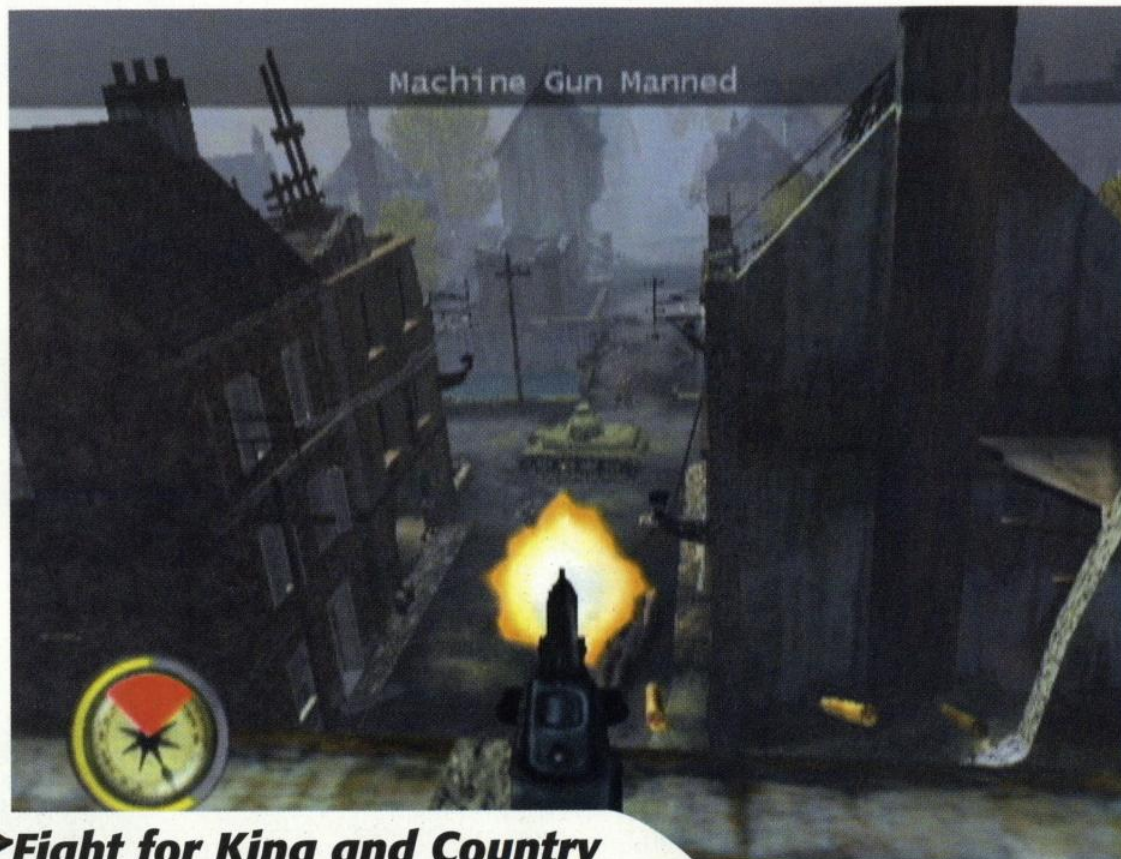
PERCENTAGE COMPLETE



AT-A-GLANCE

- TAKE PART IN WWII
- INTELLIGENT ENEMIES
- USE GUN TURRETS
- MULTIPLAYER MODES
- AUTHENTIC LOCATIONS

TOTAL WAR: FRONTLINE



Fight for King and Country

MEDAL OF HONOR

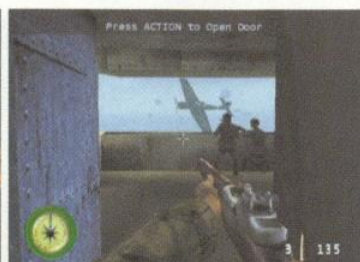
No lasers, no aliens and no spaceships. This is what war is really like...

BETWEEN THE years of 1939 and 1945, it's believed that around 50 million people died in the atrocities of World War II. That's an incomprehensible amount, and although it would be impossible to re-live those times in a videogame, EA has given it a decent enough go with the hit *Medal of Honor* series. The game opens up with that infamous assault on the beaches of France, and serves as a dramatic introduction to the following levels, which include undercover operations and the ability to lead a squad into battle.

The recent Xbox version received some criticism for being little more than a port of the PS2 game, despite the fact that it included new features such as a multiplayer mode. The main gripe seems to have been the chugging framerate that

regularly drops below 30fps, making precision aiming difficult and detracting from the immersion. The PS2 version got away with this as it was expected, considering the amount of architecture and effects the processor had to deal with – on a console that is regularly touted as being the most advanced console around, it's pretty disappointing though. Fingers crossed then that the GameCube conversion lives up to our expectations, and what we've played so far has us very excited. The mix of action and stealth is perfectly balanced – fighting in locations that actually exist with weapons people really used in (believe it or not) real-life scenarios, is so much more interesting than saving the world from a bunch of aliens using fantastical devices.





PREVIOUS

FROM THE MAKERS OF

FREEKSTYLE

An over-the-top stunt-racer that excites on plenty of levels but is too similar to the SSX series to qualify as a must-purchase.



TOTALGAMES.NET RATING: 74%

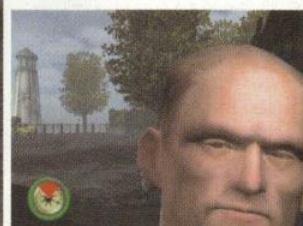


Authentic is the best way to describe this highly dangerous war game.

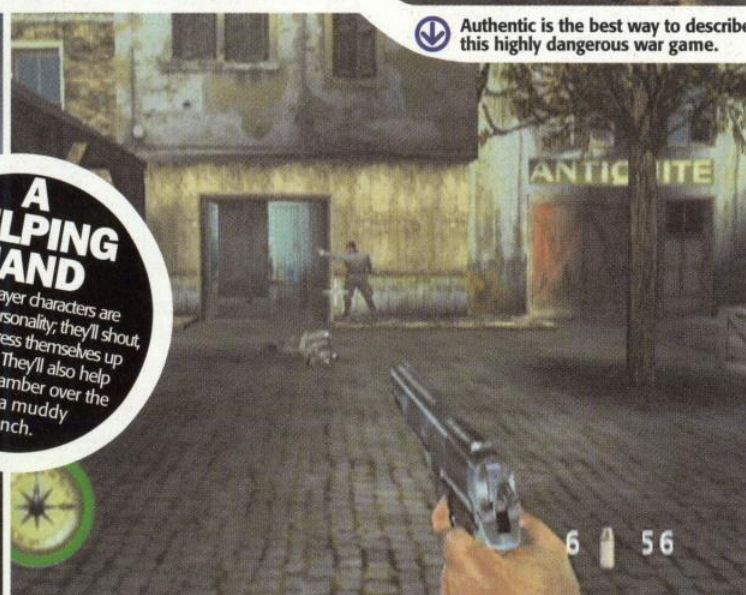
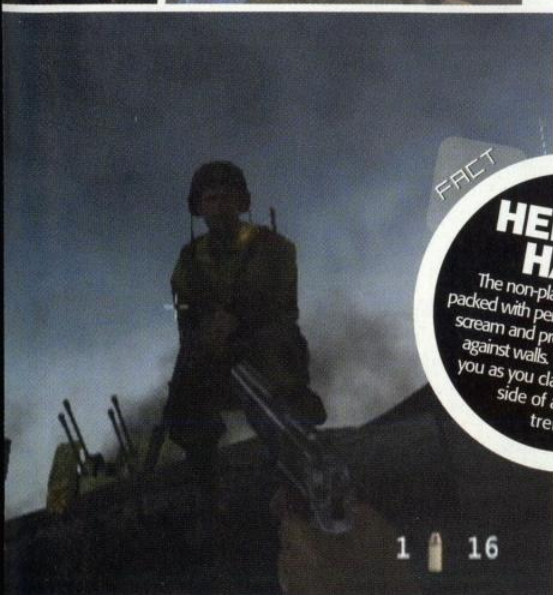
GUESS WHO?

LIVE TO FIGHT ANOTHER DALE

To ensure that *Medal of Honor* is handled with the greatest accuracy and attention to detail, EA has hired a certain Mr Capt Dale Dye as a consultant. As a war veteran, he was involved in Vietnam for four years (1965, 1967-1970) and has been through 31 major combat operations. Three Purple Hearts are among the various decorations he has earned and he has also fought alongside the British Royal Marines.



FACT
A HELPING HAND
The non-player characters are packed with personality; they'll shout, scream and press themselves up against walls. They'll also help you as you clamber over the side of a muddy trench.



OR: FRONTLINE

SLOW SLIDESHOW

IT'S ALL BLACK AND WHITE TO ME

After finishing a level, you'll be treated to a gallery of pictures and movies, all genuine offers from World War II.



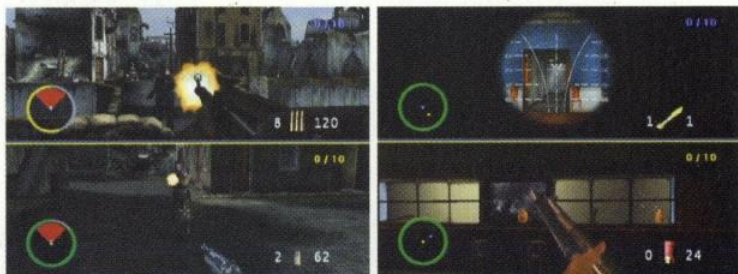
"THE RECENT XBOX VERSION RECEIVED SOME CRITICISM FOR BEING LITTLE MORE THAN A PORT OF THE PS2 GAME"



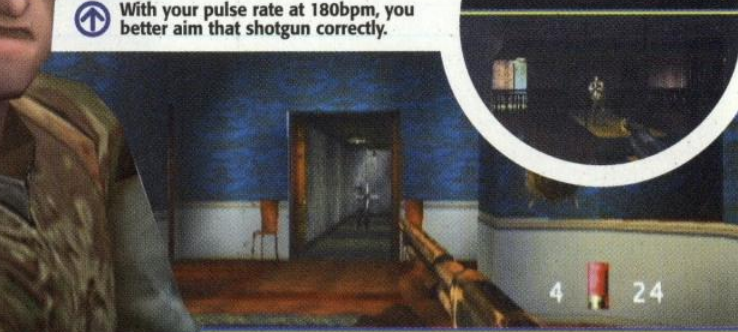
FOREPLAY

BE THE BEST

One difference between the GameCube version and PS2 version of *Medal of Honor* is the Multiplayer mode. It's not particularly comprehensive but you can select your play modes, weapons and maps. With four players at it, things can get pretty hectic. Combine the fact that you start off with all the available weapons in the class you've selected, with the low amount of damage that each player can take and you've got a recipe for some big explosions.



With your pulse rate at 180bpm, you better aim that shotgun correctly.



To shoot or not to shoot. If only they didn't wear the same uniform...



HISTORY LESSONS MADE FUN

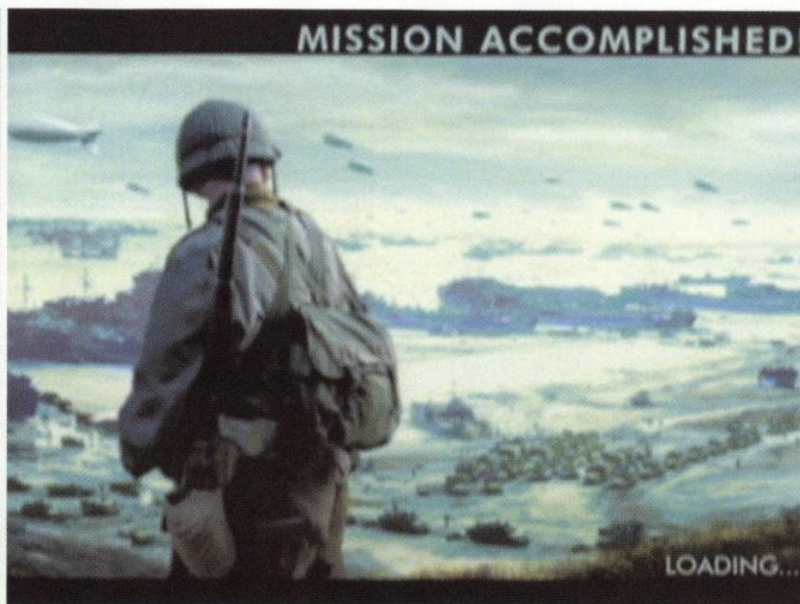
From heart-pounding action to sly sneaking, this step-by-step guide of the first two levels, will show you just how much variety is on offer in this game.



LEVEL 1: YOUR FINEST HOUR

- The level starts with you and your comrades on the boats, ready to storm the beach.
- Unfortunately your boat is capsized and you have to continue the journey underwater.
- Once you can feel the shingle underneath your feet, your first objective is to locate your captain, who is stood behind a gutted craft.
- This done, you can get on with your next task; rescue four soldiers. They will be pinned down and marked with a red flare. Cover them as they escape their predicament by firing on the bunkers.
- Next up is a rendezvous with your captain near the barbed wire, who will inform you that you have to rescue a trapped engineer. While doing this, be sure to pick up the Thomson gun that lies near him.
- Now for some hand-to-hand combat; storm in through the mangled fence and end up towards the base of the bunker. Pick up the medical kits along the way.
- Criss-crossing through a minefield is next on your agenda, before grabbing a machine gun and taking out the other machine gun nests.





COMBAT: EVOLVED

Each weapon has an attack, which involves you whacking the enemy with the butt of your rifle/pistol. It's far better to take this choice than risk the long weapon-reloading time.

A MORE COMPREHENSIVE LOOK AT WHAT MEDAL OF HONOR REQUIRES OF YOU



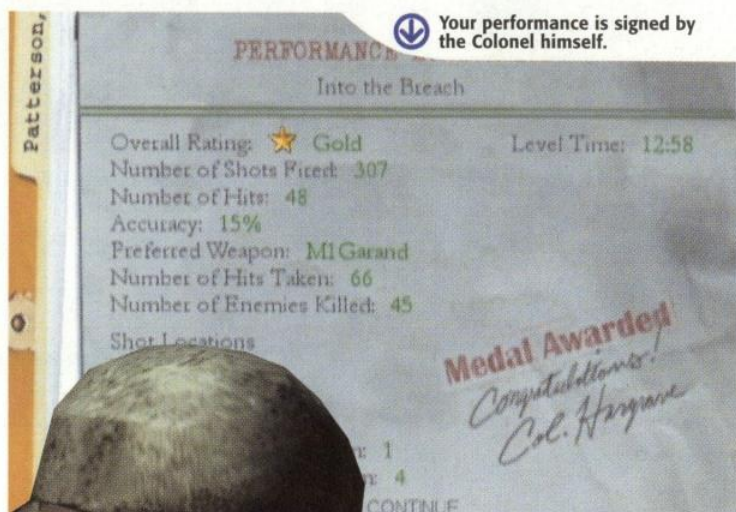
LEVEL 2: INTO THE BREACH

- Time to enter the bunker. To make life difficult the entrance is guarded by a mounted machine gun, so you're going to have to take care. Sadly, once you get to the machine gun, you'll witness your men taken out in an ambush. Get behind that gun that you keep staring at!
- Searching and destroying the radio link is next on your list. It's located quite a few stories up, so be on your guard when turning every corner. Go for head-shots for maximum effect.
- Next on the checklist is the task of searching for smoke grenades. Just keep going through the building – at this stage in the game it will be hard not to end up with them.
- Once this is over, you'll have to clear both of the gun decks. Take them by surprise!
- Now it's time to mark the area with a smoke grenade. Once this is done make a run for it as the place is going to get bombed (as shown by the captain). Stand too close and it's game over!



"THE MIX OF ACTION AND STEALTH IS PERFECTLY BALANCED"

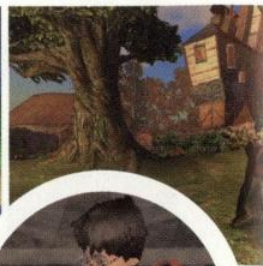
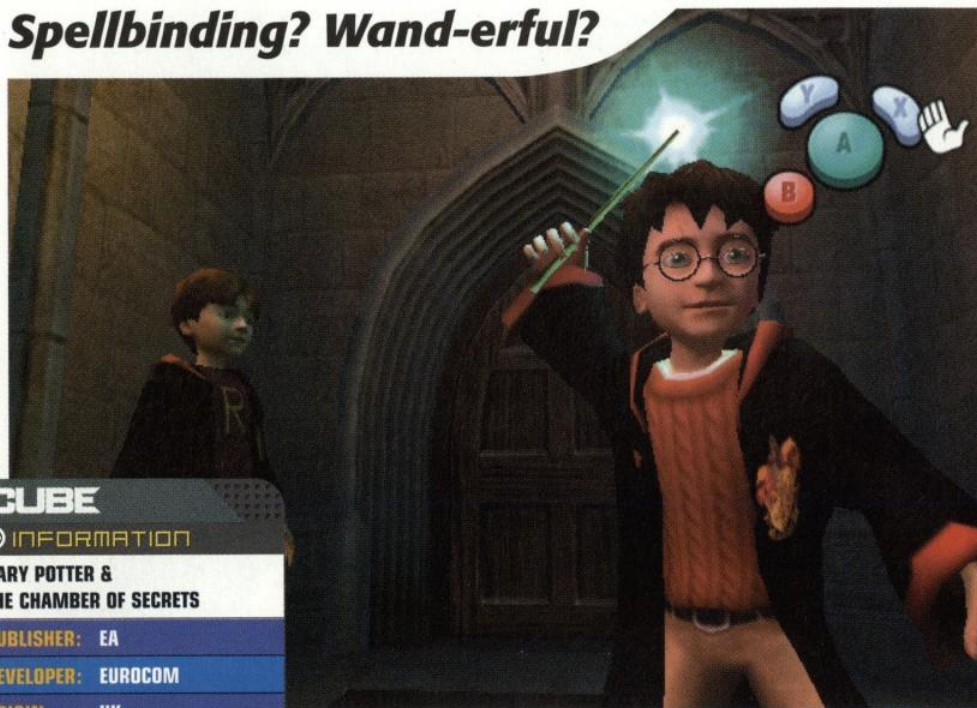
Your performance is signed by the Colonel himself.



THINKS... FIRST IMPRESSION

■ Putting the player in the head of a character is the easiest way to achieve immersion and when done correctly the results are stunning. *Medal of Honor* is a great game as it is, but we have concerns about the potential framerate problems. Nothing takes away the effect of all the detail and authenticity like a jerky framerate does. Pray that these problems are ironed out on the GameCube – if they are, we'll have the perfect interactive history lesson.

Spellbinding? Wand-erful?



⬆ Harry is wandering around, searching for the right moment to cast his spell...

CUBE

⌚ INFORMATION

HARRY POTTER & THE CHAMBER OF SECRETS

PUBLISHER: EA

DEVELOPER: EUROCOM

ORIGIN: UK

GENRE: ADVENTURE

PLAYERS: 1-4

PERCENTAGE COMPLETE



⌚ AT-A-GLANCE

■ SPELL-CASTING

■ MINI-GAMES

■ ESTABLISHED CHARACTERS

■ PLAY QUIDDITCH!

■ GO 'DE-GNOMING'!

TOTAL GAME TIME MOVIES X PICTURES ✓

RELEASE DATES

22 NOV '02 TBA 22 NOV '02

HARRY POTTER AND THE CHAMBER OF SECRETS



EA brings Harry to the 'Cube, Hogwarts and all...

THERE ARE GENERALLY three types of reaction to *Harry Potter*. Firstly, there are children and adults alike, who love everything about the Potter universe. Then there are those who feign ignorance of the phenomenon, but secretly harbour a soft spot for the boy wizard. Finally, there are those who'd rather be spoon-fed earwax than hear an explanation of the charm of a bespectacled, cape-wearing broomstick jockey.

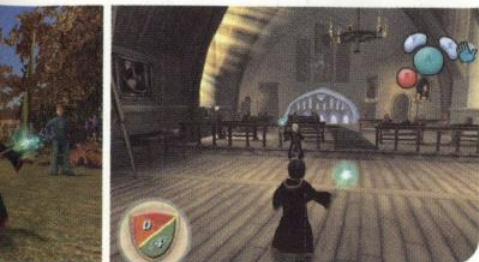
Now surprisingly enough, even if you fall into this last category, *Harry Potter and the Chamber of Secrets* may still have enough potential to convert even the most sceptical gamer or 'muggle'. Readers who understood that final word of the last sentence will be glad to find out that *The Chamber of Secrets* contains everything a fan would anticipate from the second book in the series. So, expect all Harry's classmates, Hogwarts's locales, spell casting and of course, the second season of Quidditch, but

what is there for non-devotees? Well, for starters *Harry Potter* is developed by the much respected Eurocom who also crafted *007: NightFire*. As is evident from the screenshots, this UK-based developer has brought JK Rowling's creation to life in a very high quality and well-realised game world.

In an echo of the book's many characters, locations, ideas and events the gameplay of *Chamber of Secrets* is similarly diverse. Playing as Harry sees you run, jump and climb around what is essentially a 3D action and exploration-based puzzler, yet Eurocom has also included some neat elements such as intuitive analogue 'flick and swish' spell casting and even a *Zelda* style heads-up display.

Harry Potter and the Chamber of Secrets will sell a terrific number of copies regardless of its quality but thankfully EA seems to have used the licence to good effect. Here's to book three... **CUBE**





PREVIOUS

FROM THE MAKERS OF...

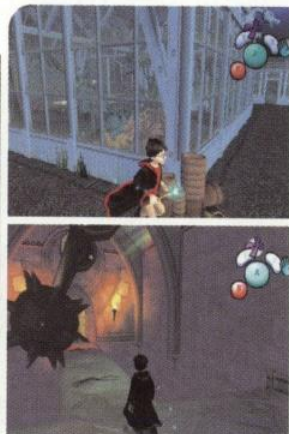
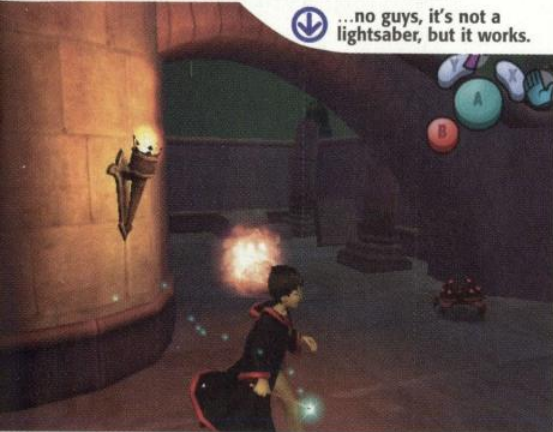
THE WORLD IS NOT ENOUGH (NG4)

Graphically this surpassed the look of Rare's *GoldenEye*, but it couldn't outdo it where it really mattered – in the gameplay department.



TOTALGAMES.NET RATING: 84%

...no guys, it's not a lightsaber, but it works.



CHAMBERS SECRETS REVEALED (SORT OF...)

NEW LOCATIONS FOR GBA OWNERS

The currently sorely under-used GBA to GameCube link-up feature is, we're glad to report, put to good use in the *Chamber of Secrets*. Publisher EA has told us that by hooking up a GBA with an accompanying handheld copy of the *Chamber of Secrets*, you'll be able to open up new locations in the GameCube version. In fact, even if you don't have a GBA copy of the game linking up will provide some form of additional puzzle game. EA has yet to tell us exactly what is to be added via the link-up, or what new areas will be opened, but rest assured it'll all be made clear in our review next issue.

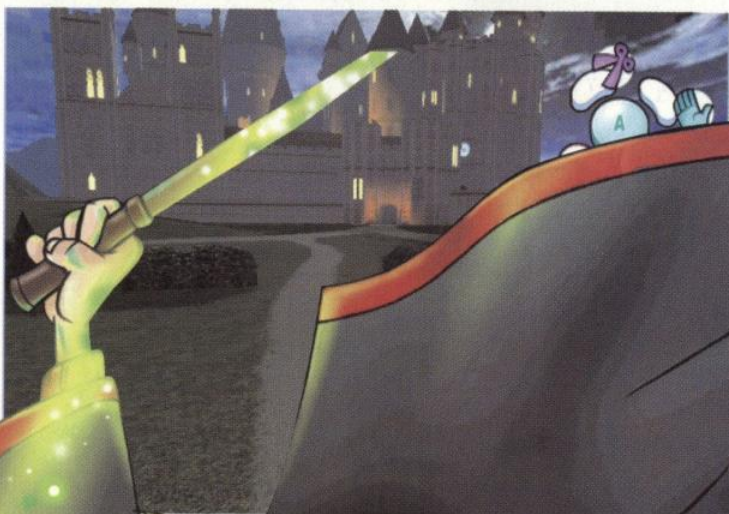


"HARRY POTTER MAY HAVE ENOUGH POTENTIAL TO CONVERT EVEN THE MOST SCEPTICAL GAMER OR 'MUGGLE'."

GNOME SWEET GNOME

YOU CAN DUELL, TWIRL AND CAST A SPELL

In addition to following the main quest of the *Chamber of Secrets*, you can also engage in mini-games taken from scenarios in the book. Included are events ranging from Professor Lockhart's duelling club through to a full season of Quidditch and even a spot of 'de-gnoming'. If you're wondering how exactly to de-gnome, we can tell you that you stand in a garden, cast a spell to stun the little blighters and then twirl them round your head, lobbing them skywards when you think they've had enough!



CUBE

THINKS...

FIRST IMPRESSION

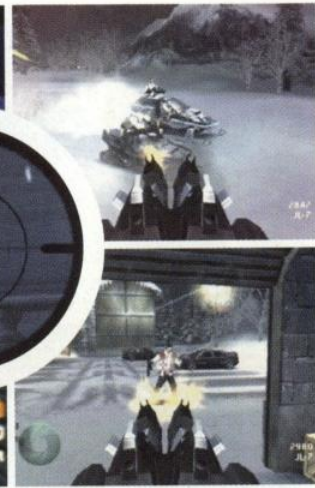
Frankly, we were expecting a kids-only, below-par and generic title. Instead, we've found the *Chamber of Secrets* to be very polished, well-rounded and, most importantly, perfectly playable. While undoubtedly straightforward and aimed at children, even adults may feel the impulse to snatch the sewaty joypad from their kids for 'just one quick go'.

CUBE

"I believe he's attempting re-entry, sir."



⊕ Things have been a bit shaken here lately; you may have your final wish, Mr Bond.



CUBE

⊕ INFORMATION

JAMES BOND 007: NIGHTFIRE

PUBLISHER: EA

DEVELOPER: EUROCOM

ORIGIN: UK

GENRE: SHOOT-'EM-UP

PLAYERS: 1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL MOVES X PICTURES

DEC '02 TBA DEC '02

JAMES BOND 007: NIGHTFIRE

The well spoken, homicidal loverman returns for some hardcore bondage...

TO USE THAT incredibly overused phrase, Bond is back. *Nightfire* is to be a classic outing for England's finest misogynistic assassin that allows you the joy of being able to emulate everything it is to be Bond... James Bond. The narrative; Evil man attempts to hold world to ransom and 007 is sent in to put a cap in his ass. Your job; to play across ten, exotic locations using guns, gadgets, vehicles and... charm.

49-year old Pierce Brosnan has stamped his 'handsome dad' visage to the game and the project is now looking incredibly promising. Oil your way with some foxy ladies, drive incredibly phallic motor vehicles and kill a great many henchmen who made the mistake of answering a labour shortage advert posted by a megalomaniac madman. Bond is back and hopes for EA's attempt are high. Nobody does it better... hopefully.

CUBE



OH... JAMES

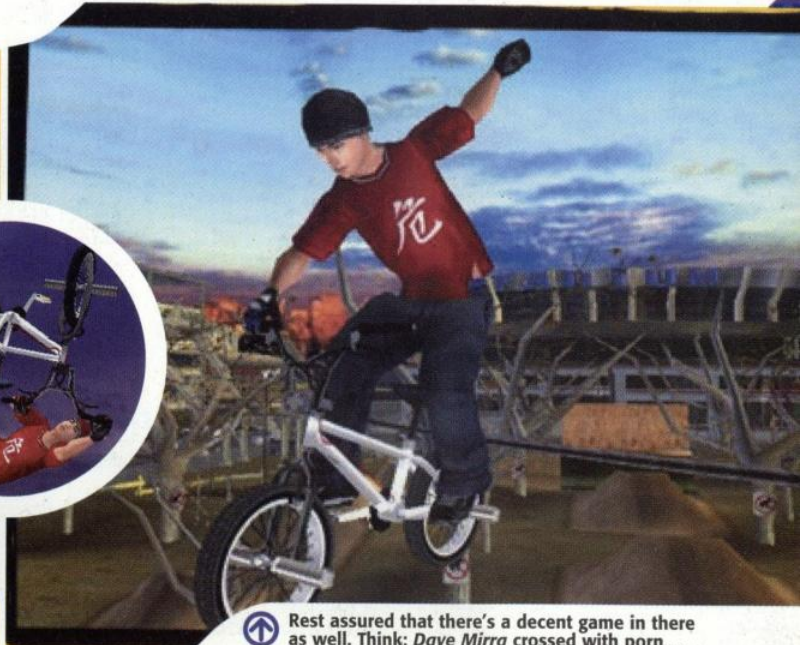
VIN DIESEL'S XXX CAN XXXX OFF!

This latest of the *Bond* games is definitely set to be the finest since the infallible *GoldenEye* but unlike Rare's finest moment, it doesn't just stick to a classic first-person view; you'll often pop out from behind Brosnan's eye sockets so you can witness the quintessential British secret agent as he, for example, shimmies along in front of the windows of a castle stronghold without being spotted by patrolling guards.

No other *Bond* game will go so far to give you the feeling of being in an (unmade) action movie and for this fact we salute the game. All this and a multiplayer mode featuring all your favourite characters? Oh yes James, yes! At the time of going to press there was no word as to whether the game will feature Pussy Galore. Damn.



One for the 'lads' out there then...



⬆ Rest assured that there's a decent game in there as well. Think: Dave Mirra crossed with porn...

CUBE

⊕ INFORMATION

BMX XXX

PUBLISHER: ACCLAIM

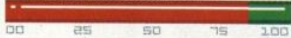
DEVELOPER: Z-AXIS

ORIGIN: USA

GENRE: SPORTS

PLAYERS: 1-2

PERCENTAGE COMPLETE



TOTAL FRENCH MOVIES PICTURES

Q4 '02 TBA NOV '02

BMX XXX

Presenting Acclaim's latest controversial effort

FROM WHAT WAS originally planned to be the next game in the Dave Mirra series, *BMX XXX* has become its very own game. It's obvious from the screenshots where the game gets its name from, and it's not only the visuals that are guaranteed to offend any nuns that happen to be reading this publication. As well as prostitutes and pimps, us lucky gamers will also be graced with all manner of innuendoes and rude jokes. However, this is not all just a cheap ploy to get

lonely gamers interested. Each of the strange and bizarre characters has their own story and problems that they are happy to discuss with you. This takes the place of the usual checklist of objectives you're faced with in games like this, and is a fresh improvement. It's not only humans who you will interact with though – dogs sniffing each other's parts and performing all manner of unsightly actions is also a common sight. Make of that what you will...

CUBE



"IT'S NOT ONLY THE VISUALS THAT ARE GUARANTEED TO OFFEND"



STRIP TRICK



GIVE ME SOME SKIN!

This game really is pushing it. By collecting coins scattered around the levels you'll be able to visit the strip club 'Scores' and watch some charming young ladies show off their 'talent'. Obviously the more coins you collect the more they'll dance. For those interested, the skin on show remains strictly above the belt, but that's not to say that anything will be left to your imagination.

In multiplayer, one of the options is to partake in a game of 'Strip Trick' where you'll find your clothes stripped from your body depending on how well your rival is performing.

Catch onto the next TV craze



Ⓢ Rival clans pray so you may enjoy a swift death.

KID NINJA: SPIRIT OF THE DRAGON

CUBE

Ⓢ INFORMATION

KID NINJA: SPIRIT OF THE DRAGON

PUBLISHER: TBA

DEVELOPER: ASYLUM ENT

ORIGIN: UK

GENRE: BEAT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES MOVIES PICTURES

04 '03 TBA 04 '03

Everybody was Kung-Fu fighting!
Join in the fun with Jet Woo!

JET WOO IS your average kid; until night-time falls that is, when he becomes Kid Ninja. Armed, and with the help of his talking teddy bear Kuma, he vows to rid the town of the Evil Raging Dragon. It's a story with its tongue firmly in its cheek, we'd say, with level design to match. Coming in the form of a super-smooth, scrolling beat-'em-up, from what we've seen this looks to be good – if the gameplay matches the sweet visuals, then rejoice.

What we've seen so far shows the bouncing Ninja swinging through a dark city, taking out multiple enemies and, interestingly, viewing what looks to be the calm before the storm between two oriental groups. Ninja magic and extra powers are available once you complete levels, and a gripping storyline promises to keep you playing. We've been impressed so far and it's early days yet. We'll keep you posted on any radical developments.

CUBE

**"YOU CAN CHANGE
INTO GIANT
ANIMALS BENT ON
DESTRUCTION"**



ROBOTS IN DISGUISE

ANIMAL MAGIC!

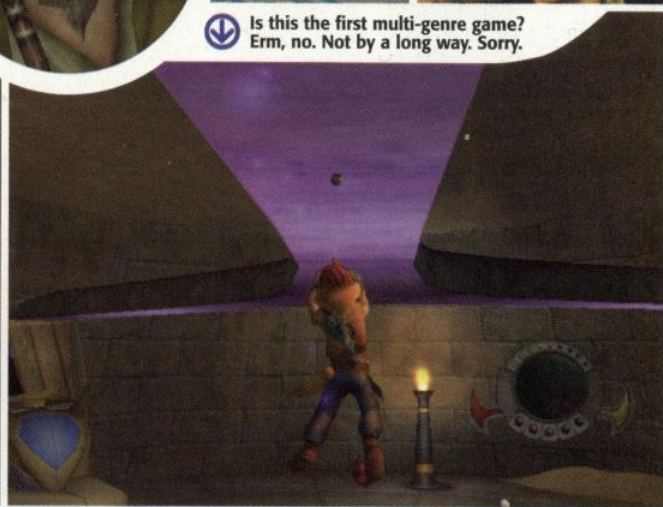
As well as all of your stock punches and kicks you can use special Ninja magic, which is given to you after you have succeeded in completing each of the levels. There's another side to all of this, though – as well as shooting out flames and the like, you can change into various giant animals, which are hell bent on destruction. The developer tells us that each level will provide you with the opportunity to change into a different animal, but that the controls will still remain equally as intuitive as they were before. Giant monkeys, anyone?



Raging red-head gets ambitious...



Is this the first multi-genre game?
Erm, no. Not by a long way. Sorry.



HAVEN: CALL OF THE KING

CUBE

INFORMATION

HAVEN: CALL OF THE KING

PUBLISHER: MIDWAY

DEVELOPER: TRAVELLER'S TALES

ORIGIN: UK

GENRE: ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

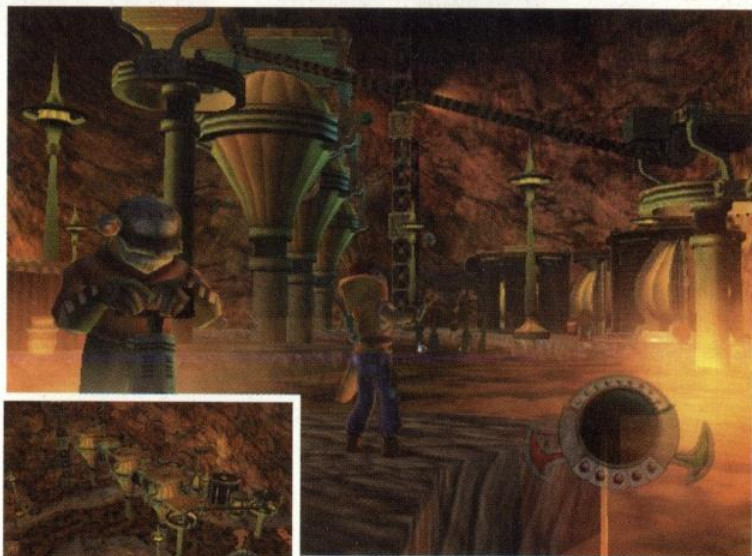
TOTAL FROM MOVIES X PICTURES X

Q1 '03 TBA Q1 '03

Fed up with fighting, shooting and driving? Then Haven might just be the game for you...

TO BE HONEST, *Haven: Call of the King* is an unusual game. Instead of opting for a well-known genre, the developer Traveller's Tales – responsible for titles such as *Toy Story*, *A Bug's Life* and the *Crash Bandicoot* series – has instead decided to mix together as many genres as it can. Turret-shooting, racing around in boats, arena combat... even space exploration is covered within this game. It all sounds very *StarFox Adventures* to us. You play as Haven, a person who has had several haunting dreams all concerning something known as the 'Golden Voice,' a bell, which is rung when people are in need. Haven needs to travel through the levels in order to help a group of slaves who face death from the evil Lord Vetch. You'll have to prove your worth in a battle arena among many other tasks, which all aim to test your skills to the max.

CUBE



WORKING AWAY

SLAVE TO THE WAGE

The aim of this game is to free the enslaved people. Apparently they have been in this situation for eons and it's up to you to find the relic, which will lead you to the Golden Voice. Presumably, ringing it will cause something important to happen. Along the way you'll fight nasties on land, in the atmosphere and in space. The developers are boasting about the different genre styles and locales mixed together, which is akin to a blockbuster movie.

"EVEN SPACE EXPLORATION IS COVERED WITHIN THIS GAME"

CUBE

⊕ INFORMATION

KNOCKOUT KINGS 2003

PUBLISHER: EA

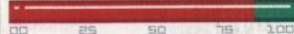
DEVELOPER: NEW CORPORATION

ORIGIN: US

GENRE: SPORTS

PLAYERS: 1-2

PERCENTAGE COMPLETE



⊕ AT-A-GLANCE

■ CREATE YOUR OWN BOXER

■ CAREER MODE

■ INCLUDES CELEBRITY ANNOUNCERS

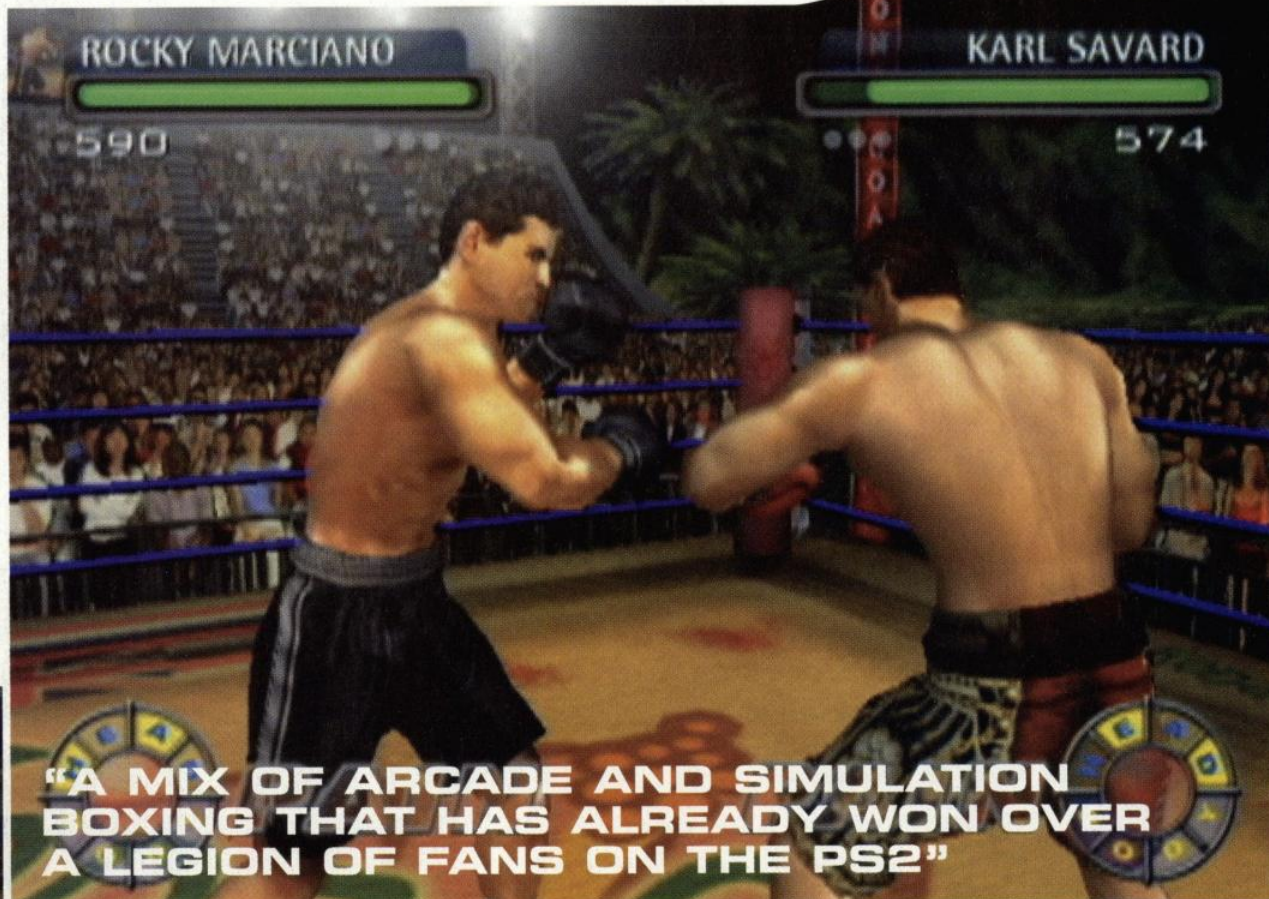
■ TWO-PLAYER FIGHTING

■ EIGHT-PLAYER TOURNAMENTS

TOTAL POINTS MOVIES X PICTURES

NOV '02 TBA OUT NOW

Separating the men from the boys...



"A MIX OF ARCADE AND SIMULATION BOXING THAT HAS ALREADY WON OVER A LEGION OF FANS ON THE PS2"

KNOCKOUT KINGS 2003

It's the battle of the champs on the GameCube!

EA SPORTS GAMES are generally known for being yearly updates of average products. However, the *Knockout Kings* series is an exception to this and has enjoyed success due to its complex yet subtle control method and proven gameplay. The first outing for the series on the GameCube arrives on our shores this November, not long after it is released in the US.

The presentation is your typical EA fare – that is to say, faultless. The menus are sporty and well designed. The visuals and sound add a lot to the atmosphere, with the crowd roaring when you land a hit, and the animation of the boxers is faultless and extremely convincing.

The game modes themselves are fairly comprehensive, with all the usual simulation modes that you would expect from a game of this type. *Knockout Kings* also contains more arcade-style elements, such as the ability to perform a 'super punch' of sorts, which knocks your opponent for six. The idea is to aim specifically for the head or body of an opponent – landing hits on these particular areas fills up a bar, and filling it to the max will release the punch. It's this mix of arcade and simulation that has already won over a legion of fans on the PS2.

All of these features make for a game that should please everybody but to find out for sure check out next issue's review.

CUBE

PREVIOUS

FROM THE MAKERS OF
2002 FIFA WORLD CUP

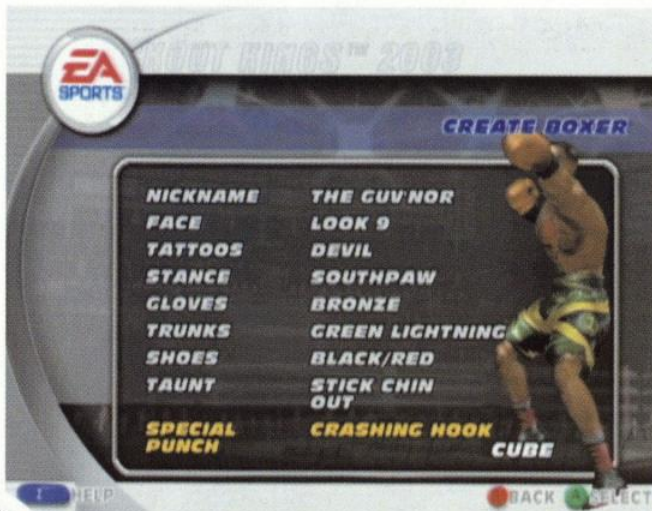
An improvement on the FIFA formula let down by the cumbersome controls and jerky inconsistencies in the animation.



72%

DOWN AND OUT!

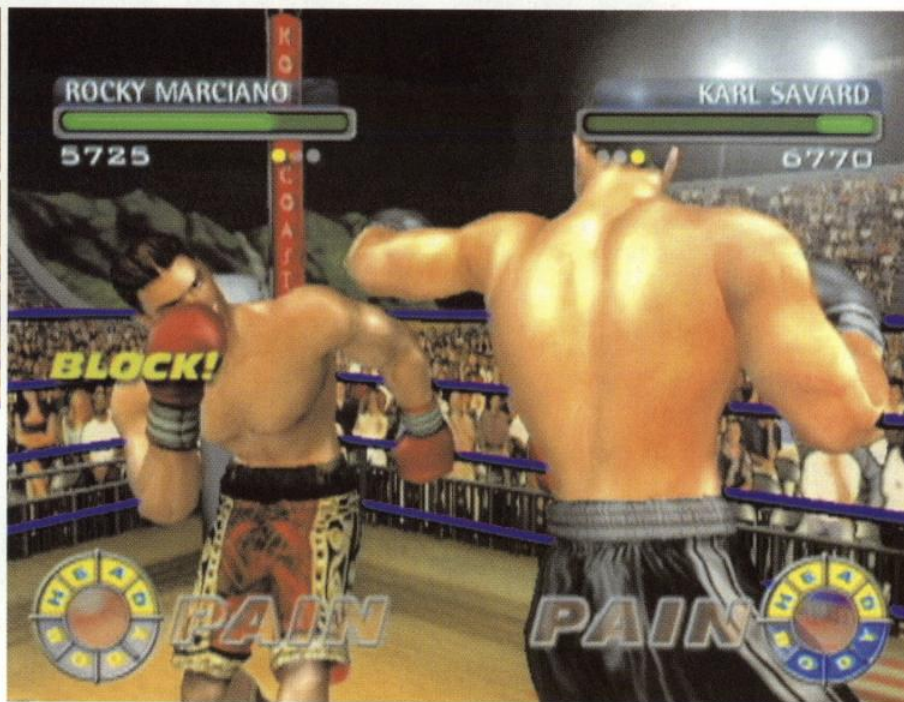
Would you look at that blatant self-promotion! In typical boxing style, hitting the canvas will see you tapping the buttons like crazy to get up.



BOXER BUILDING

CREATE YOUR OWN PLAYER

Before you enter a championship you can create your own player. With a boxer's appearance generally consisting of a man in shiny shorts there's not a lot you can do really, but all the same, choosing a suitably brash nickname and giving your bloke spiky hair and a chin-thrust taunt gives the matches that personal touch. You can also upgrade your boxer's performance with the points that you earn from matches, which are awarded to you based on your quickest KO, number of blocks made and other criteria. If you ever need any more points, you can always enter a rematch with a past opponent.

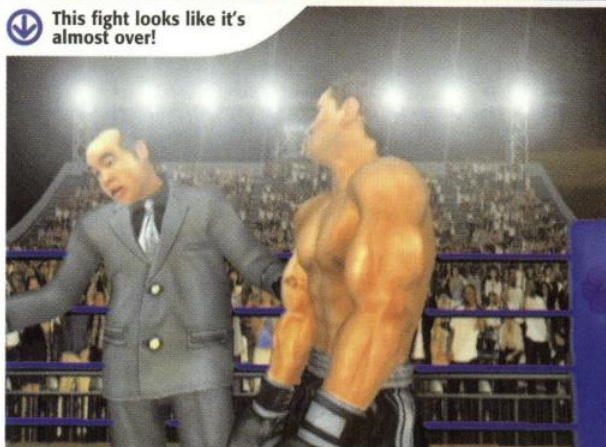


⬇ This fight looks like it's almost over!

VIEW TO A KILL

LOOK INTO MY EYES SUCKER!

While you're playing *Knockout Kings* you can mess around with the views. As well as the normal stadium view, you can get a bird's eye view or even fight through the eyes of your boxer! While looking pretty, this isn't really the most effective way to fight.



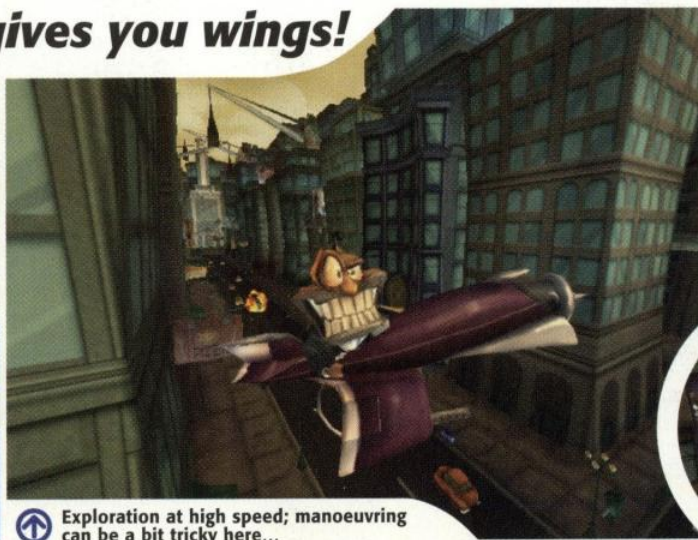
CUBE

THINKS...

FIRST IMPRESSION

■ A smooth framerate, frantic action and a dollop of strategy make this a boxing game for the fans. Anybody who isn't into the sport may choose to pass this up, but it must be said that they won't be doing themselves any favours. Facing your opponent is not just a matter of skill but also a battle of wits, and psyching out your opponent under the pressure of the match is immensely satisfying. **CUBE**

Midway... it gives you wings!



⬆ Exploration at high speed; manoeuvring can be a bit tricky here...



FREAKY FLYERS



CUBE

⊕ INFORMATION

FREAKY FLYERS

PUBLISHER: MIDWAY

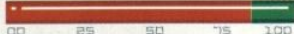
DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: ACTION

PLAYERS: 1-4

PERCENTAGE COMPLETE



TOTAL GAMES FIRST MOVIES X PICTURES X

01 '03 TBA 04 '02

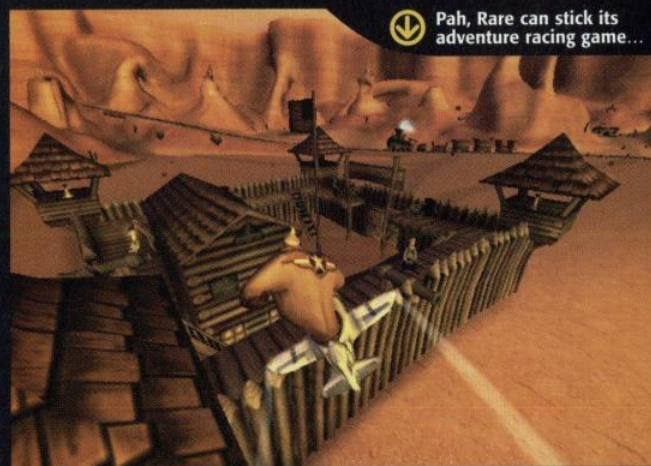
Take to the skies with Midway's latest racer

IT'S NOT DIFFICULT to see why many racing games start to get tiring after a while – there's not much you can do with a load of cars driving around roads at high speed. Enter *Freaky Flyers*, a racing game that promises to separate itself from the competition in several new and innovative ways. The main difference you'll notice is that the courses are set in the sky – there are vast open areas, encouraging you to explore but also to race. There are 13 characters to play with, each with their own stories that intertwine with one another, as well as a veritable number of secret pilots to discover. Interestingly, you'll also be able to use scenes from the game to form your own movie... quite what this is all about we don't know, but it'll make for some amusing replays to say the least. Having lost *Donkey Kong Racing* we're hoping that this may go some way to providing a suitable alternative...

CUBE



⬆ Pah, Rare can stick its adventure racing game...



SMALL FACES

COCKY COCKPITANTS

From looking at the screenshots it's clear to see that you're not going to be limited to just one area. According to the developers the backdrops will all be relevant to the characters' stories and each will be interactive. Out of the 13 characters promised we know of Johnny Turbine (a wannabe movie star), Cactus Rose (a double-pistol swirling bandit), Island Jack (the ambassador of mellow who dreams of everybody chilling to the same positive vibe – erm...) and Traci Torpedoes (a vixen created in a German lab).

"YOU CAN USE YOUR SCENES FROM THE GAME TO MAKE MOVIES"



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CUBE IN-DEPTH



CUBE

INFORMATION

THE LEGEND OF ZELDA

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: ADVENTURE

PLAYERS: 1

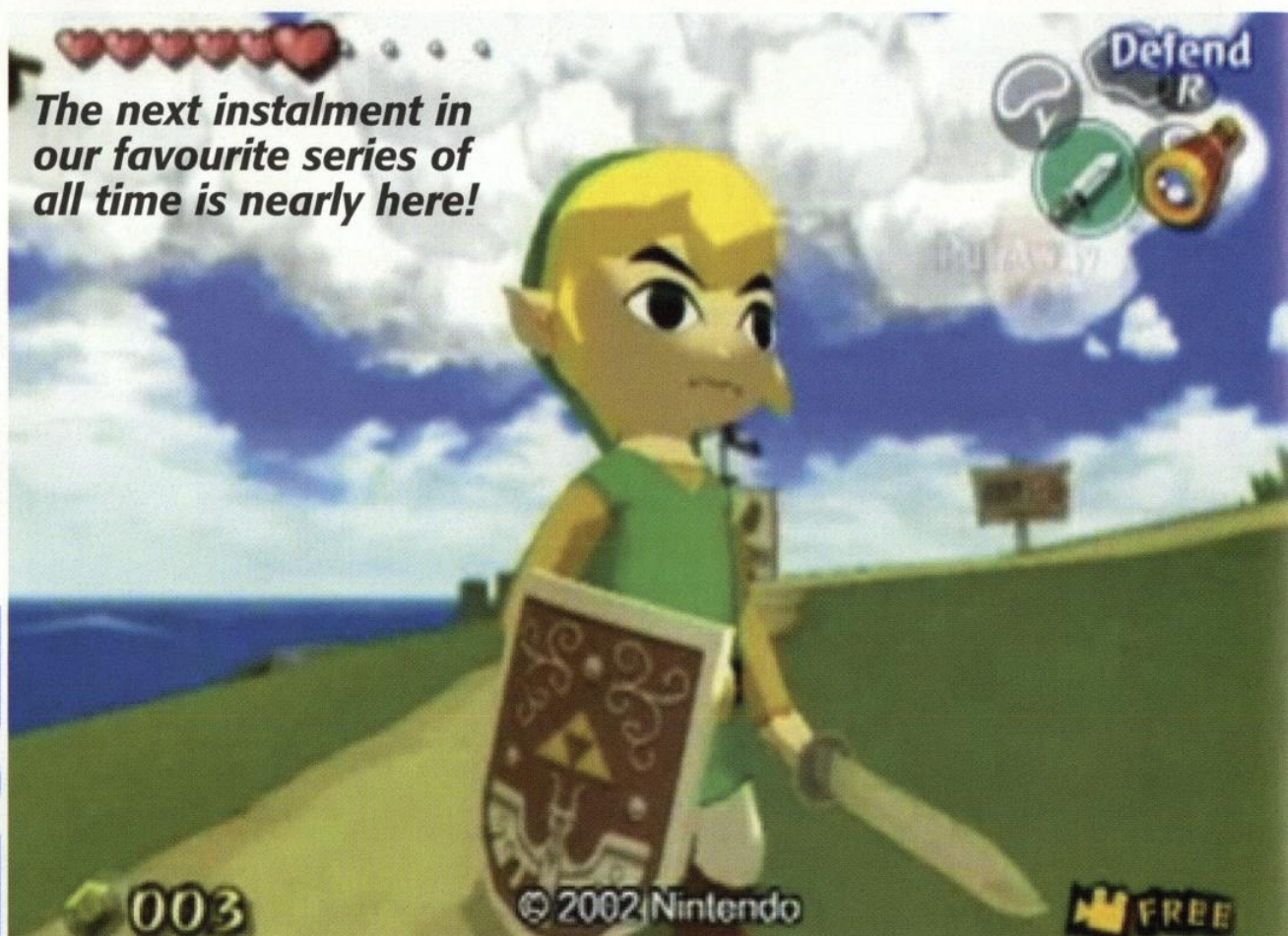
PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES 100 MOVIES 1 PICTURES 1

APR '03 13 DEC '02 FEB '03

The next instalment in our favourite series of all time is nearly here!



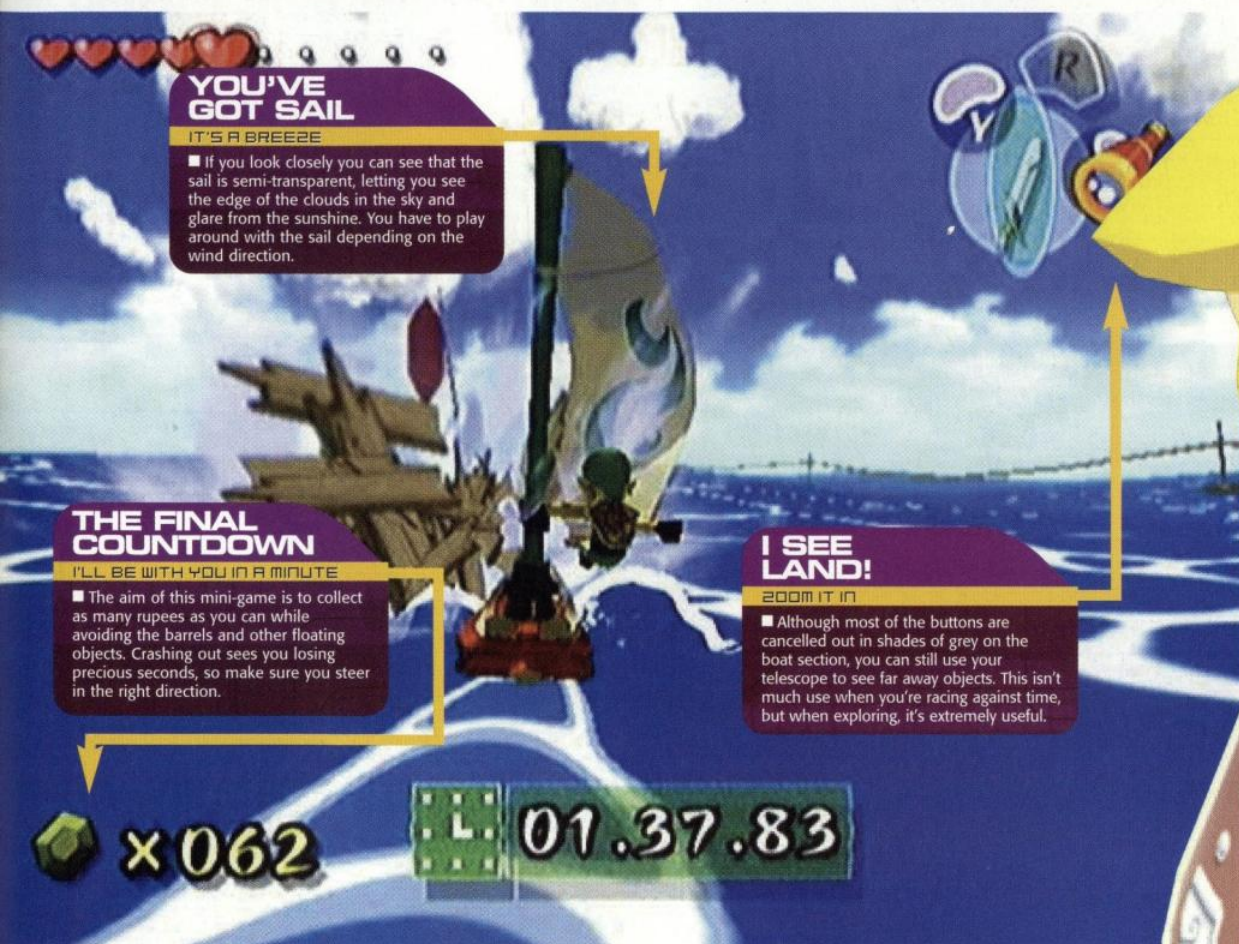
THE LEGEND

WE'RE ONLY A few weeks away from the Japanese release of the latest *Zelda* game in the illustrious series and we're getting more and more excited by the minute. The latest batch of screens show that although Miyamoto-san received a lot of stick for taking the game in a new direction, he's stuck to his guns and

produced something really quite special. The expressions of Link and his foes are the main attraction of the show, but the detailed backgrounds have also wowed us, not to mention the dynamics of the environments on offer. We wouldn't normally judge a game by its graphical finesse, but you really can't help it when

it looks this good. Misty woods stretch out beneath the rocky crevice you are perched on, and the sun beats down on the back of Link's neck as he runs around a vast open field dotted with trees and lakes. There's a feeling of magic and enchantment that totally overwhelms your senses, and let's face it, we all

"WE ALL KNOW THAT THIS GAME IS GOING TO BE GOOD - THE QUESTION IS JUST HOW GOOD"



YOU'VE GOT SAIL

IT'S A BREEZE

■ If you look closely you can see that the sail is semi-transparent, letting you see the edge of the clouds in the sky and glare from the sunshine. You have to play around with the sail depending on the wind direction.

THE FINAL COUNTDOWN

I'LL BE WITH YOU IN A MINUTE

■ The aim of this mini-game is to collect as many rupees as you can while avoiding the barrels and other floating objects. Crashing out sees you losing precious seconds, so make sure you steer in the right direction.

I SEE LAND!

ZOOM IT IN

■ Although most of the buttons are cancelled out in shades of grey on the boat section, you can still use your telescope to see far away objects. This isn't much use when you're racing against time, but when exploring, it's extremely useful.

x062

01.37.83

OF ZELDA

know that this game is going to be good; the question is just how good.

Although it's easy to get carried away with the aesthetics and enthuse over the proven track record of Miyamoto's beloved series, there have been a few concerns that the gameplay may do little more than emulate the N64 adventures.

While this may be a possibility, Nintendo is well known for implementing new ideas and concepts into its games and it will be well aware that this is one thing that people will be looking for. Expect devious puzzles and tons of new stuff to experiment with. We've already seen a variant on the hook-shot – a claw with a

rope on the end which will swing into itself at the apex of its arch – something which you'll have to take into account when aiming it. You can use this device to swing across chasms as we've done, and no doubt it will have many more uses too. Swinging bombs and other items around, perhaps?

PREVIOUS

FROM THE MAKERS OF...
SUPER MARIO SUNSHINE

■ A worthy successor to the seminal N64 *Mario* game, Nintendo once again shows other companies how to produce a proper game.



TOTALGAMES.NET RATING: 94%

Our hero has learned some impressive martial arts tricks.



EVASIVE MANOEUVRE NO 346

AN ARM FOR AN ARM

We've seen a lot of moves from Link, including edging along narrow pathways, dropping down gaps and crawling through tunnels. However, the most impressive set of actions comes from the combat. Imagine coming across a group of hairy Moblins, all skulking around. In previous *Zelda* games, you'd simply run in and hack them all down methodically. In this new adventure though, you've got a lot of options. Of the ones we've seen, our favourite has to be the sequence where Link runs in and dives to his right. He rolls into a ball before tumbling through the enemies to confuse them and then springs upwards with a lethal swipe of his blade, causing the Moblins to run off crying, holding their leathery rumps. Quite disturbing though is the arm you can see drop from the sky, with a trail of blood following in it's wake. Odd move from Nintendo there!

TOOLS OF THE TRADE

A RUN DOWN OF LINK'S TOOLS...

You may have noticed that most of the buttons on the GameCube controller are assignable, but what exactly can you put on them? *Zelda* games are well known for their variety of weapons and tools that Link gets to put to good use in his quest. The GameCube iteration is no different and while we've certainly not seen everything there is to use, we've done our best to provide a quick guide for what we do know...



TELESCOPE

Using the telescope will allow you to see objects that are far away and zoom in accordingly. In one part of the game a friendly pirate girl uses the telescope to check out the enemy situation in a nearby castle before wedding Link in a cannon and firing him across the water!



SWORD

Slash, hack, poke. The sword never leaves Link's side. He can slash with it in downwards strokes, and if you hold down the attack button for a few moments, you'll charge your sword up and release a devastating whirling attack that must surely leave Link dizzy.



SAIL

Furling your sail during the boat mini-game will cause you to skittle across the water in a rapid change of direction. The game's creators have said that the wind will play an important factor in the puzzles; the game will even be named after the powerful winds in the game.



HEART COUNTER

Always a main part of the *Zelda* formula, the heart counters show the amount of life that Link has left before it's game over. As the journey progresses, you can collect more and more heart containers, which give you a higher maximum life-gauge. You can sustain four hits per heart.



SMALL KEYS

Traditionally, there have been two types of keys in the *Zelda* series – small keys and Nightmare keys. Small keys allow you to open doors in dungeons and can be found in all sorts of places, such as treasure chests and by killing certain enemies. Nightmare keys have been used in the past to open the boss rooms.



RUPEES

The currency of Hyrule. Rupees can be used in all shops. They are usually found in treasure chests and by cutting enemies down to size. You can also find the odd rupee hidden in the grass, so it's always worth giving patches of the green stuff a quick seeing to. Link looks hilarious when he does it.



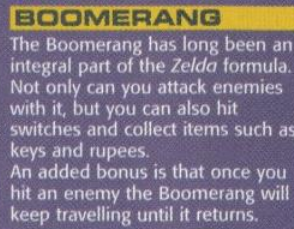
GBA

Nintendo has been touting the GC-GBA link-up capabilities for a while now, but we've yet to see a game that fully takes advantage of this feature. This is all set to change with *Zelda*. Two people can now play at the same time, helping each other out by placing items such as bombs in useful places.



CLAW HOOK-SHOT

The hook-shot allows Link to fire a claw, which is attached to a rope. He then can swing around on it, letting him cross chasms and climb up rock faces. Unlike the normal hook-shot, the claw doesn't fire out in a straight line; rather, it swings outwards in a curve, which has to be taken into account when aiming it.



BOOMERANG

The Boomerang has long been an integral part of the *Zelda* formula. Not only can you attack enemies with it, but you can also hit switches and collect items such as keys and rupees. An added bonus is that once you hit an enemy the Boomerang will keep travelling until it returns.

GLASS JAR

The glass jar is a device that is used for keeping fairies in after catching them. You can then call on their help at any time, otherwise they will be used automatically when (and if) you die, reviving you and replenishing a small amount of your health in the process.

"FORGET THE OCCASIONAL SMILE OR WINK THAT YOU'D EXPECT FROM OTHER RPGS...LINK'S FACE IS SO ALIVE IT'S ALMOST SCARY"



A LINK TO THE PAD

YOU'D BETTER GET PRACTISING

ANALOGUE STICK

- Move Link around
- Look around in first-person view

D-PAD

- Map options

C-STICK

- Move camera around

A BUTTON

- Slash sword
- Confirm option

B BUTTON

- Secondary action – slide down ladder/pull item away etc.
- Cancel a decision

X BUTTON

- Assign item/action to this button

Y BUTTON

- Assign item/action to this button

L TRIGGER

- First person view/face nearest enemy

R TRIGGER

- Assign item/action to this button

Z TRIGGER

- Assign item/action to this button



AS STATED BEFORE, the most impressive features of this game are the various facial expressions that Link uses. Forget the occasional smile or wink followed by a cheesy catch phrase that you'd expect from other RPGs – Link's face is so alive it's almost scary. One example is the scene where Link rolls towards us to quickly avoid a fiery attack. As the camera zooms close to his face you can see the initial fear replaced with a look of anger. Another is a scene where Link is confronted by a group of kids over the pig he has held above his head. He looks as if he's in a hurry and that this disturbance is the last thing he needs. We've even seen him close his eyes in silent prayer as he presses his body up against a rock, waiting for the all clear before he scurries through some trees! This all

adds a lot to the character and as you play on you become more and more 'linked' (please excuse the pun) with Link. You'll start to understand how he will react to certain situations and events. Character empathy is the key to drawing somebody into a story and it looks as if Nintendo has hit the nail on the head with this one. Imagine how disturbing it would be to see young Link being tortured (don't snigger at the back there you savages!).

The enemies are packed with character too. They'll sniff, snort and stomp around, that's before they even detect Link's presence! When fighting they squint and roar at you and when hurt, they'll run off screaming in pain. The bosses, as you'd imagine, have had a lot of work put into them, as well as appearing to tower over Link

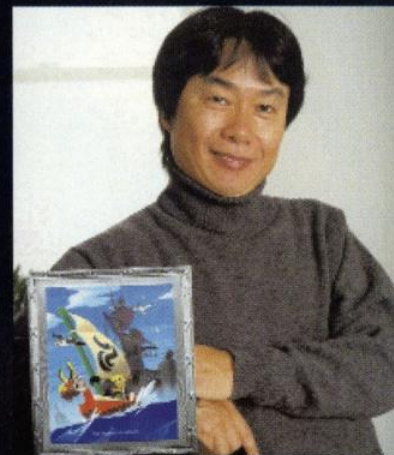
due to their size, their screams and animation will instil terror into any player. Link's expressions in these moments are priceless.

There are a few changes from the *Zelda* formula of old that we've seen. Taking a cue from titles such as *Metal Gear Solid*, Link can now pick up barrels and hide in them to avoid guards. Quite why he has to do this, and can't just run in with his sword is unknown to use at the moment, but all will be revealed once we get our hands on a copy of the game. The wait is agonising...

Almost like big boat races, only much more adventurous...



What's this thing doing here? There's only one way to find out...



I TOUCH MYSELF

MIYAMOTO GETS ALL TOUCHY-FEELY

In a DVD, which was given away free in Japan earlier this year, Miyamoto-san had quite a lot to say concerning *Zelda*. Aside from explaining that the *Zelda* games are a story of a ten-year old child who goes adventuring, he also commented on the reaction of the new graphical direction the game has been taken. "In *Ocarina of Time* for N64, Link was a cool and handsome man. As we entered this year, people who initially disapproved of the new look – especially in Europe, received the game well", he stated. Speak for yourself – we refused to pass judgement until we had played it.

The enthusiasm the legendary games designer has for his game was also made very clear. "When you are able to touch the game, you feel happy. Touching the game and make the animation move, is an amazing thing; it lets the players have fun." Never a truer word spoken, we think.

To play GameCube *Zelda* is like directing a non-stop, action cartoon and is often an exhilarating experience. "When you can touch the animation, it's really amazing... after it was done, I tried it, and I was really happy."

For those of you out there who are in fear that the new cartoon look of *Zelda* will take away from the epic feel of the N64 adventures, Miyamoto-san said, "Of course, clearing the game itself is fun, but the fact is that just playing is also very important... you get a sense of adventure. I can guarantee that."



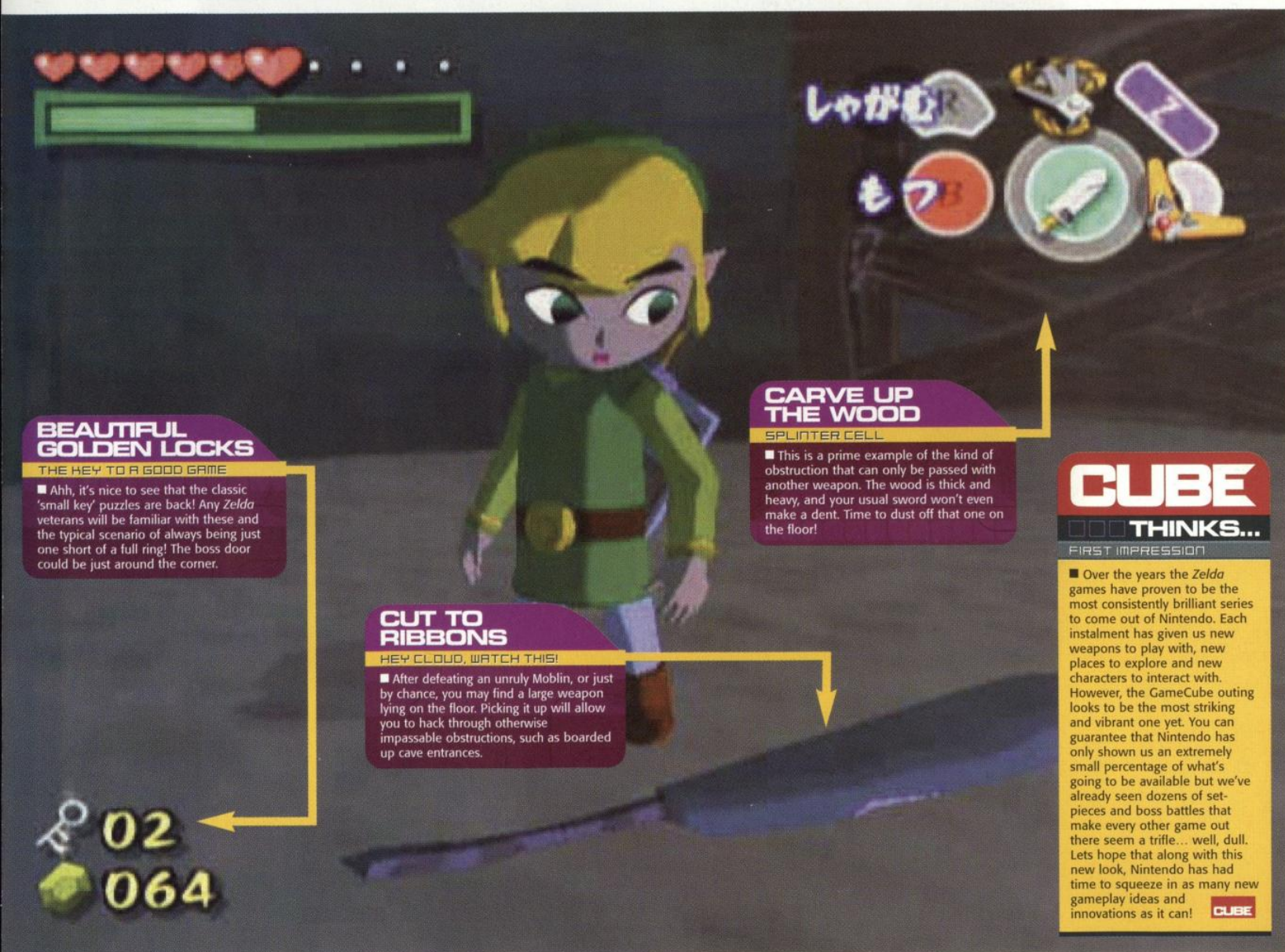
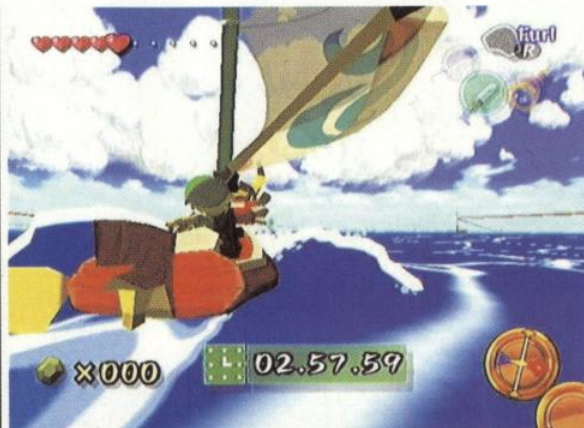
CUBE IN-DEPTH



IT'S APPARENT FROM the shots dotted around these pages that those little Nintendo touches have been accounted for. Flowers pushing their way out from cracks in a cliff face, shadows on cavern walls caused by the reflection of larva that boils deep down below and wisps of perfect white clouds floating through a calm sky. Just wait until you see the fog swirling round your feet in a forest, or the splash as you fall into water. Worries that the texture detail would take a knock after the change in visual style were thrown out the window a while back, but these new shots reinforce the fact that this is the most detailed *Zelda* yet. One example is the wooden floors. In most games, one or two wooden struts would be drawn and then cut and pasted until the floor was completed. With *Zelda*, each board is twisted and warped in some way, but the bright and snappy colours prevent them from seeming over-done. The result from the mix of the two styles is totally unique, and you can tell straight away that this is *Zelda*. The lighting is impressive too, with one area showing Link running through a wooden fortress – or so it seems – with bars of yellow sunlight breaking through the openings. Roll on release day!



"THE MIX OF EXTRAORDINARY DETAIL AND BRIGHT, SNAPPY COLOURS IS TOTALLY UNIQUE"



BEAUTIFUL GOLDEN LOCKS

THE KEY TO A GOOD GAME

■ Ahh, it's nice to see that the classic 'small key' puzzles are back! Any *Zelda* veterans will be familiar with these and the typical scenario of always being just one short of a full ring! The boss door could be just around the corner.

CUT TO RIBBONS

HEY CLOUD, WATCH THIS!

■ After defeating an unruly Moblin, or just by chance, you may find a large weapon lying on the floor. Picking it up will allow you to hack through otherwise impassable obstructions, such as boarded up cave entrances.

CARVE UP THE WOOD

SPLINTER CELL

■ This is a prime example of the kind of obstruction that can only be passed with another weapon. The wood is thick and heavy, and your usual sword won't even make a dent. Time to dust off that one on the floor!

CUBE

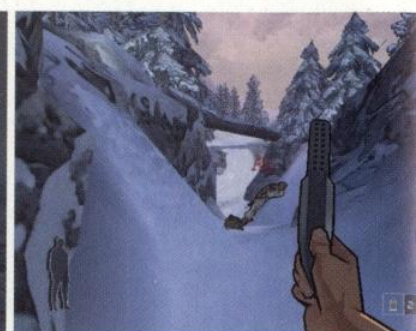
THINKS...

FIRST IMPRESSION

■ Over the years the *Zelda* games have proven to be the most consistently brilliant series to come out of Nintendo. Each instalment has given us new weapons to play with, new places to explore and new characters to interact with. However, the GameCube outing looks to be the most striking and vibrant one yet. You can guarantee that Nintendo has only shown us an extremely small percentage of what's going to be available but we've already seen dozens of set-pieces and boss battles that make every other game out there seem a trifle... well, dull. Lets hope that along with this new look, Nintendo has had time to squeeze in as many new gameplay ideas and innovations as it can!

CUBE

CUBE IN-DEPTH



CUBE

Ⓢ INFORMATION

XIII

PUBLISHER: UBI SOFT

DEVELOPER: IN-HOUSE

ORIGIN: FRANCE

GENRE: SHOOT-'EM-UP

PLAYERS: 1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMEPLAY MOVIES PICTURES



MAR '03 TBA MAR '03

Ubi Soft gives a whole new meaning to the phrase 'going Commando'



"THE ONLY CLUES TO YOUR IDENTITY ARE THE XIII TATTOO ON YOUR SHOULDER AND A KEY TO A NEW YORK SAFE"



CARRINGTON
J'AI UNE MISSION BEAUCOUP PLUS AMBITIEUSE À TE PROPOSER !



MAGNETIC CARD



AMOS
WHAT'S HAPPENING HERE !

ESCAPE BY THE ROOF
DON'T KILL FBI'S AGENTS

HOSTAGE TO FORTUNE?

YOU'D BETTER BELIEVE IT

■ If you miss the guard with the knife you can hold his comrade hostage. He'll be reluctant to shoot you but be warned; most guards will eventually return fire at which point you should snap your hostage's neck and make a run for it!

SHARP SHOOTER

GET YOUR POINT ACROSS

■ With a guard this distance away he's unlikely to have spotted your descent from the tunnel in the ceiling. It's often best to spear your adversaries from a distance – that way they go quietly and without raising the alarm.

POINT OF IMPACT

EXIT WOUNDS

■ Because of the FPS viewpoint it's difficult to tell in combat what part of your body is being shot/struck/maimed. This handy icon gets around the problem by showing you what part of your body is injured.

SINCE THE LAUNCH of SEGA's *Jet Set Radio* two years ago there have been numerous developers who've caught the doodle-bug and imitated its graphical style. Imitation is supposedly the sincerest form of flattery, yet one glance at the travesty of games such as *Cell Damage*, *Taz* and *Simpson's Road Rage* proves that the look seems to have already become an overused cliché. In fact, here at **CUBE** we'll freely admit that when we first heard that Ubi Soft

was working on cel-shaded shooter we were more than a little dubious about the project. However, having played *XIII* at E3 and ECTS, we are now of the opinion that this may be one of the most visually arresting games of 2003.

XIII begins as with the initial book of the series; with your numbered character severely injured and washed up on a beach. Alive, but in a disorientated state, your character initially has no memory whatsoever. By playing *XIII* you can

expect to, *Memento*-style, recall playable flashbacks of your past and uncover a JFK-like assassination and conspiracy involving a consortium of businessmen, the Mafia and the US army. It is via these recollections and through playing *XIII* that you'll ultimately discover your own true identity. Back to the start however and the only clues you have to your identity are the XIII tattoo on your shoulder and a key to a New York safe. Intrigued? Then turn the page...

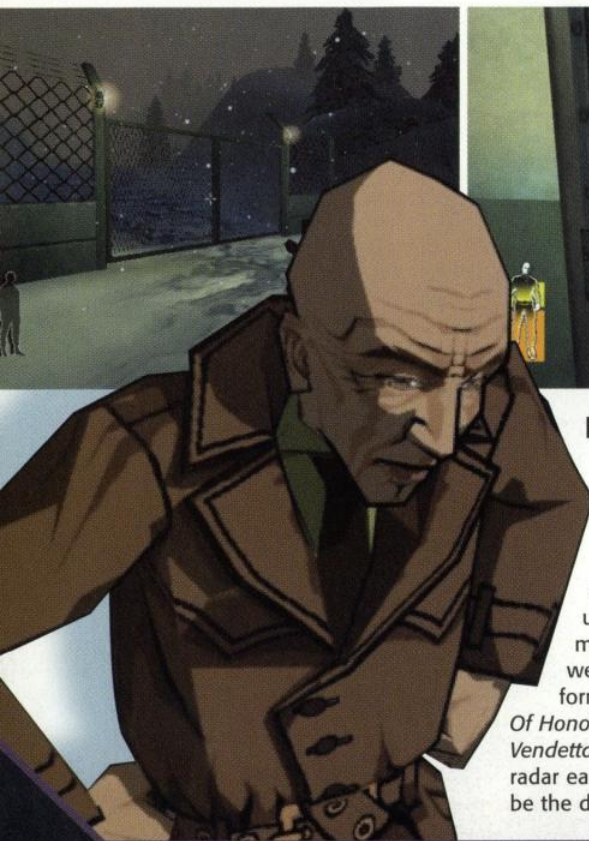
PREVIOUS

FROM THE MAKERS OF...

BATMAN VENGEANCE

■ Also draws inspiration from cartoon and comic book themes, yet the multi-genre approach was ultimately quite average.

TOTALGAMES.NET RATING: 6.2



BY THE TIME *XIII* is launched in the Spring of next year, the first-person shooter genre will undoubtedly be very crowded. *TimeSplitters 2* is already out and is the undisputed king of the multiplayer hill. By Christmas we'll have three more in the form of *007: Nightfire*, *Medal Of Honour: Frontline* and *Die Hard Vendetta*. Then, appearing on the radar early next year is what could be the defining moment in

atmospheric and exploration-based shooters; namely *Metroid Prime*. It seems then that there has rarely been a better time to be a fan of FPS games and an owner of a Nintendo console.

As a consequence of this situation, any game of a similar genre launched after these titles will sink without trace if it's not either novel in gameplay, visually stunning or at least harbouring an interesting storyline. The most promising thing about *XIII* is that it seems to encompass all three. Ubi Soft has

lifted the story and characters of *XIII* from a French language comic book, and it has also worked closely with the author of the series to ensure that his pan-global tale of espionage, subterfuge and lost identity is well translated from cartoon to binary. Better still, a cursory glance around the screenshots on these pages more than proves that *XIII* can match the hand-drawn appeal of the comics on which it's based. What though of the gameplay?

You'll be glad to know that the underlying control and mechanics

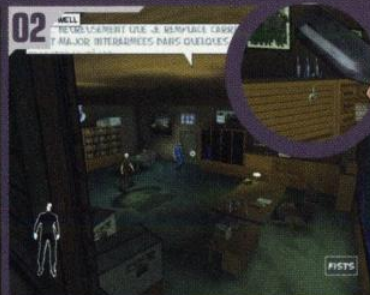
INSIDE THE HEAD OF XIII

UNLUCKY FOR SOME

Over these two pages you'll find a complete level walkthrough designed to give you an idea of what *XIII* feels like to play. Our mission is to rescue General Carrington and get him out of this complex alive. Notepads at the ready...



■ In true infiltration style you begin the rescue in the air vents, yet because you're unarmed, the only way you can get through the grids is to smash them with your fists.



■ Having bashed your way through any obstructions you now witness and overhear a conversation between two NPCs who mention that Carrington is holed up in a cell.



■ After arming yourself with the bottles found lying around you need to get out into the corridor and into the lift, slashing or avoiding any guards on the way.



■ Next up is traversing this chasm. If you look up to the ceiling you'll see a notch for your grappling hook. Shoot it and wait for a second before moving down.



■ Before touching down though it's best to silently take out this guard while dangling from your zip wire. The knife is always a good choice as long as you get a head shot.



■ We're close to the Colonel's cell now. Again, the choice is yours whether you fire a weapon you got from the guards or stick with the silent and violent approach.



■ Okay, we've found the Colonel. Now we simply need to use the lock-pick to open his cell. Select your lock pick and activate it; then leg it.

"XIII'S BIGGEST ACHIEVEMENT MAY WELL BE HOW THE GRAPHICS AND STORYLINE CRAFT AND DIRECT THE GAMEPLAY"



are all taken from the acclaimed *Unreal* engine, so it goes without saying that *XIII* should handle and manoeuvre very well. The use of this graphics engine doesn't mean that this will be a no-holds-barred frag-fest though. As detailed by producer Julian Barnes, *XIII* contains not just mindless gun assaults but also what Ubi Soft is terming 'commando' gameplay. Obviously this isn't some revolutionary new way of playing an FPS – it's just marketing talk – but it does go some way to explaining the style of play in the game.



CONTROL YOURSELF

GET A GRIP...

ANALOGUE STICK

- Movement

L TRIGGER

- Jump

R TRIGGER

- Shield.

C-STICK

- Strafe left and right
- Aim crosshair while in Aim mode

A BUTTON

- Action button.
- Open doors/use items/frisk bodies

B BUTTON

- Cycle through weapons

X BUTTON

- Cycle through inventory

Y BUTTON

- Zoom with sniper rifle



■ Once out of the lift you'll see/hear a guard walking the perimeter of this building. It's up to you whether you grab him from behind, deliver a headshot or simply avoid him.



■ Having run the gamut of a corridor littered with armed guards and flying bullets, it's out to the cable with the Colonel for the beginnings of the next section.

FRISKY

Any adversary you've wasted will gladly give up their weapons if you simply stand over them and relieve them of the burden of carrying their guns and ammo.



IN THE CUBE WITH...



JULIEN BARES

POSITION: PRODUCER
COMPANY: UBI SOFT



CUBE: How did you first get into the videogames industry?

JB: I was surfing the net and looking for some cheat codes when I came across some job opportunities and I applied...

CUBE: What games have you worked on in the past?

JB: A never released management game, F1 games and F1 PS2 as a producer.

CUBE: What are your Top 3 videogames of all time?

JB: *GoldenEye*, *Starcraft* and *SoulEdge*.

CUBE: Favourite food?

JB: French off course; such variety!

CUBE: The first-person shoot-'em-up genre is very crowded at the moment. What do you think separates *XIII* from the others?

JB: The style. *XIII* is a game that gives you a different perspective in the rendering and in the way you play. *XIII* is the first game of the genre to use these kinds of graphics. It's more than just cel-shading though because it uses what we call 'comic rendering'.

We didn't choose different graphics just to say "hey look we're different." With the sixth sense for instance you can detect enemies' presence. This leads to our second difference regarding other shooters. Indeed, we have several gameplay styles; the 'commando gameplays'. There's the sixth sense I mentioned above, but also the possibility to grab an enemy and use him as a human shield and the possibility to use objects found in your environment (such as bottles, chairs, shovels, ashtrays, broken glass...) as weapons.

Last of all is that the story behind the game is really good; it's about foiling a conspiracy and the quest of a man to learn about his past (because our hero suffers from amnesia).

CUBE: How have you found it working with the

GameCube hardware?

JB: Very cool; it is a console made for gamers but also for developers. It is very easy to develop for and you can focus on what is important in a game – the gameplay and the tuning – as you are not spending your energy in running the game.

CUBE: Will the GC version be any different to the other versions?

JB: The main plot/story will remain the same but we want each platform to be different from one another. We may have different multiplayer modes and different maps. There could also be extra-special bonuses in the game to be present on the GC disk but I don't want to tell you too much at this time...

CUBE: Apparently the flashback sequences will reward the adventurous gamers. What can be gained from these sections?

JB: Information, an understanding of the story but also bonuses.

CUBE: How close are the games to the comic license? Is it *XIII* by name only or does it keep very close to the feeling of the comics?

JB: No, it's very close. We worked on the game scenario with the author of the comics. We had to adapt some elements because we were making a videogame, but the global plot and most locations are the same. Also, all the main characters of the comic book are in the game.

CUBE: Can you tell us anything about the Multiplayer mode – for example, will you be able to do things like drop crates on your enemies' heads in multiplayer or is that limited to single player?

JB: This is something we would like to do; a multiplayer mode where our only weapons would be the object you find on the map, like a bottle, a chair or a fire extinguisher. That would be really fun to play.

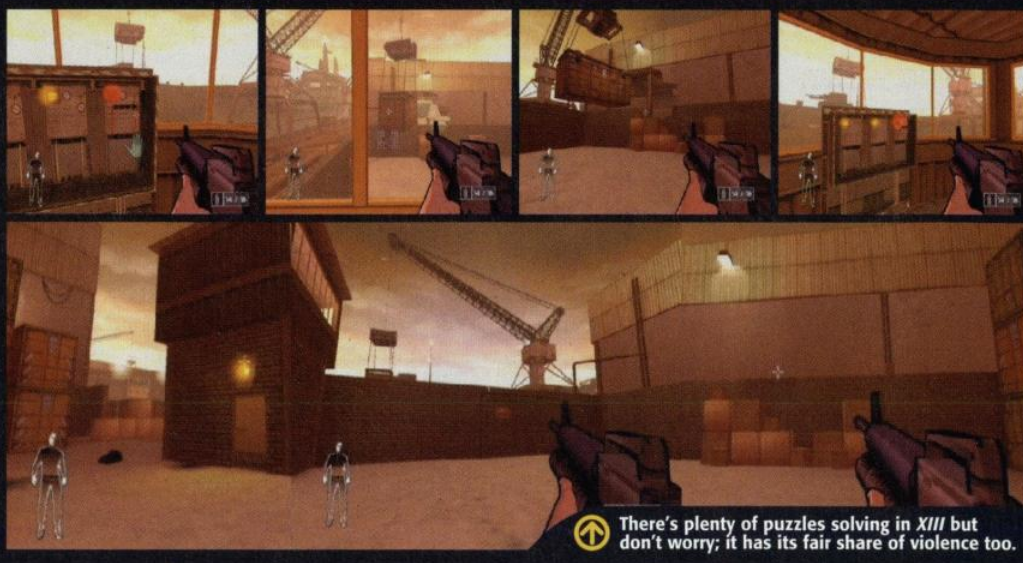


That sixth sense of yours is tingling again...BAM!

LEVER IT TO ME

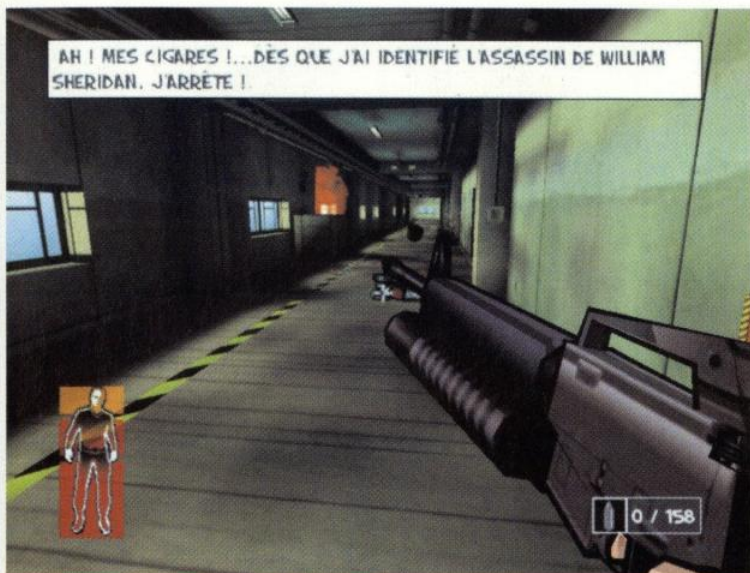
BRAINS NOT BRAWN...

It's not all sneaky neck-snapping, using human shields and unloading a shotgun at point blank range; *XIII* also requires a bit of thought. As you can see from our panoramic screenshots there's a building facing a wall with a crane in the background, yet nowhere else for you to go. Enter the building, pull the lever, and then watch the crane swing a container into the wall smashing a hole through which you can clamber.



There's plenty of puzzles solving in *XIII* but don't worry; it has its fair share of violence too.

"THE GAMEPLAY HAS BEEN TAILORED TO FIT IN WITH THE GRAPHICAL STYLE - THE END RESULT SHOULD BE WELL WORTH PURCHASING"



Hmmm... soldiers standing underneath a hanging crate... and a lever. What to do? Aaahhhhh...

EVER SINCE GOLDENEYE

introduced the FPS masses to stealth and cunning as a new weapon in their armoury, numerous subsequent games of the genre have followed suit. *XIII* is no exception but it does at least show some novelties. Say for instance you're out of ammo; *XIII* allows you to use bottles, chairs or whatever other implements you can find to maim your enemies with. In fact, if you've just used your last bullet to shoot through a window, you can pick up the broken glass from the foot of the window frame and start lobbing razor-sharp shards!

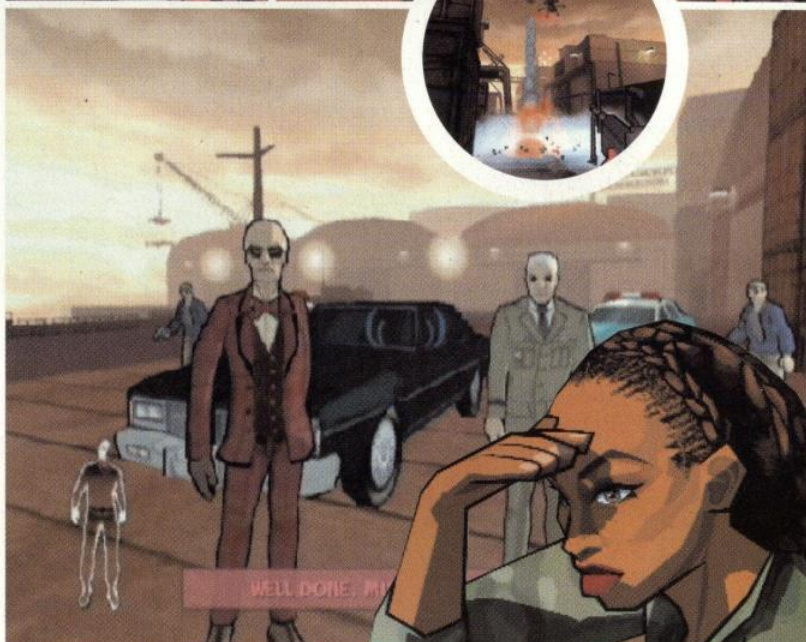
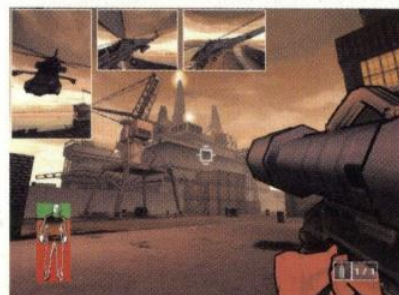
It's actually unfair though to talk about gameplay elements without

telling you how both graphically and story-wise the whole of *XIII* is drawn together. Unlike many FPS games the story of our French shooter is actually significant. As with the comic books, our titular hero has a sixth sense. This sense allows your character to 'see' sounds. For instance, if an adversary is walking along a corridor and towards your location you will be able to see the 'Tap-Tap' of their approaching footsteps. More importantly this influences how you play because without the need for a radar or having to learn the level design, you can skulk around building layouts knowing exactly where your enemies

CHOPPER BATTLE

COPTER HELL

Now this is tough. While somewhat reminiscent of a Bond set piece, there's nothing smooth or sophisticated about taking on a gunship. If you're going to take down this flying fortress you've got to be nifty with the aim of your rocket launcher, and more importantly you've got to use all your commando intuition and know when to cower and hide!



are. This affects the gameplay because by knowing where people are you can utilise neat tricks such as sneaking up behind enemies and taking them as hostages.

XIII really is showing a lot of potential. The character animation, detailed backgrounds and even the way shadows hug and drape over surfaces according to lighting; everything about this shooter looks sensational. Now it's just a matter of waiting to see what the development team adds to the game over the next three months. Things can only get better, and we can't wait to see the finished product.

CUBE

CUBE

THINKS...

FIRST IMPRESSION

You can never have too many shoot-'em-ups but we have to admit that they're certainly racking up on the GameCube at the moment. Thankfully though, *XIII* is offering something refreshingly different. The game could so easily have been a standard shooter with cel-shaded graphics; instead, the gameplay has been tailored to fit in with the graphical style and the end result should turn out to be well worth purchasing. We can but hope.

CUBE

CUBE

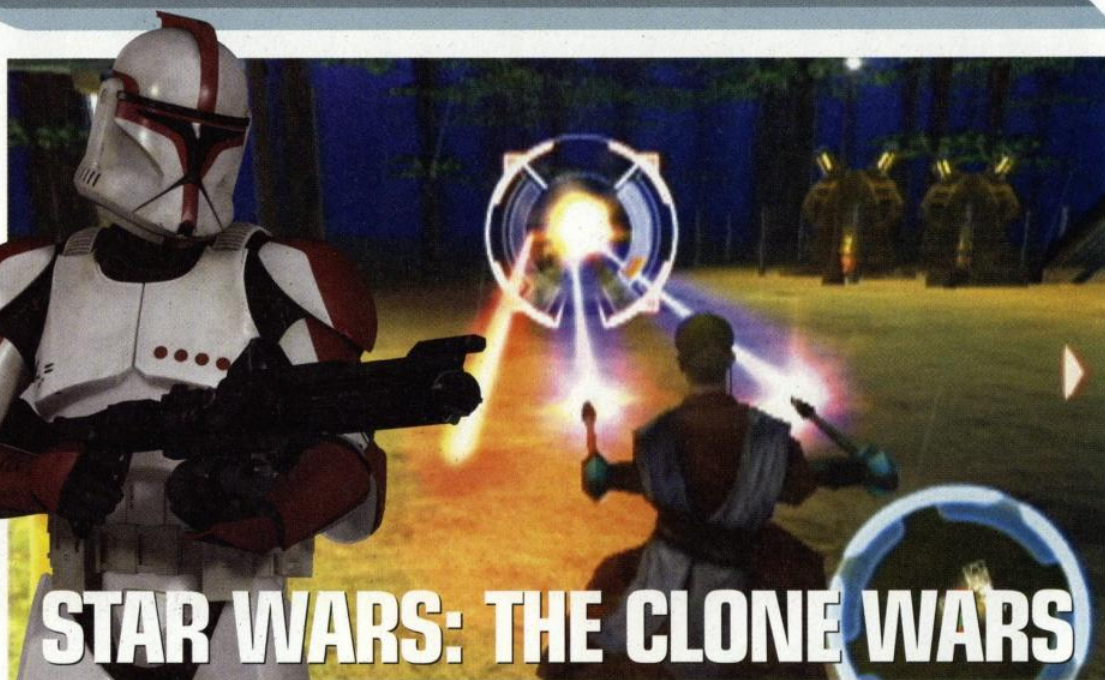
ISSUE FOUR

REVIEWS

EDITORIAL

TO SAY THIS month's reviews line-up surprised us would be the understatement of the year. Our lead review isn't by any means the highest scoring game. It is however the most significant and is one that clearly demonstrates what is going wrong on the GameCube at the moment. A year ago *Rogue Leader* shipped in the US. A year later LucasArts ships what on a technical front should be at least as accomplished as *Rogue Leader*. It doesn't come close for the same reasons that countless other games have failed this month; the priority is given to the PS2 skews. That's not to say the PS2 versions are better because they aren't. We should be thanking our lucky stars then that third-party developers like Bits Studios are really trying to push the machine. We need more small developers who are willing to take the risk. That's where Nintendo's funding comes in...

■ CHANDRA NAIR



STAR WARS: THE CLONE WARS

The sequel of sorts to *Rogue Leader* finally arrives but can Pandemic Studios improve on what Factor 5 delivered over a year ago? Come on, how hard can it be?

58

CUBISTS

It's that time of year when we all go a little bit out of synch

SIMON PHILLIPS



GROUP EDITOR
CUBE

MISSSES... the days when he wasn't responsible for everything in the world.
THIS MONTH: Halloween? Bonfire night? Christmas? Simon doesn't know the meaning of these words. Wherever he lays his hat is his home... unfortunately, his hat hasn't left the office in months.

CHANDRA NAIR



DEPUTY EDITOR
CUBE

MISSSES... arguing for hours on the **CUBE** forums.
THIS MONTH: Chandra used to spend loads of time on the cube.totalgames.net forums but with *Metroid* and *Resident Evil Zero* just around the corner he's opted to sit in the middle of the office dribbling instead. Disgusting child.

GARY ADAMS



STAFF WRITER
CUBE

MISSSES... having his munchies all to himself.
THIS MONTH: Before Gary started full-time on **CUBE** he was able to take pleasure in the fact that his Ritz biscuits and countless other packets of sweets were just for him. Steph soon changed that though.

BYRON WILKINSON



STAFF WRITER
CUBE

MISSSES... driving halfway across the country for no good reason.
THIS MONTH: Byron's little excursion to Rare had more of an effect on him than we first thought and now he's demanding that he drives all the way to Scotland for our next Studio Eye feature. Oh go on then.

MARTIN MATHERS



GAMES EDITOR
GAMES™

MISSSES... arguing with Chandra over who gets to review the best games.
THIS MONTH: Ah, those were the days. Deciding who got to review *Resident Evil* couldn't be decided by fisticuffs or paper-scissors-stone. It was all down to who could eat ten Jacob's crackers in the fastest time.

WILL JOHNSTON



DVD EDITOR
PLAY TV

MISSSES... telling us sarcastically that our next cover should feature Mario again.
THIS MONTH: Yeah, very funny Mr International Playboy. Why he stopped doing it is a mystery though: maybe he just got bored, or maybe he realises that Mario is the king of videogames characters after all. Yeah, that's it.

STEPHANIE PEAT



SENIOR DESIGNER
CUBE

MISSSES... the peace and quiet she used to get.
THIS MONTH: Before coming to **CUBE** Steph used to work on Total Advance where she got her work done on time. With Chandra, Gary and Byron around though it's just one big party! The magazine will be going late again then...

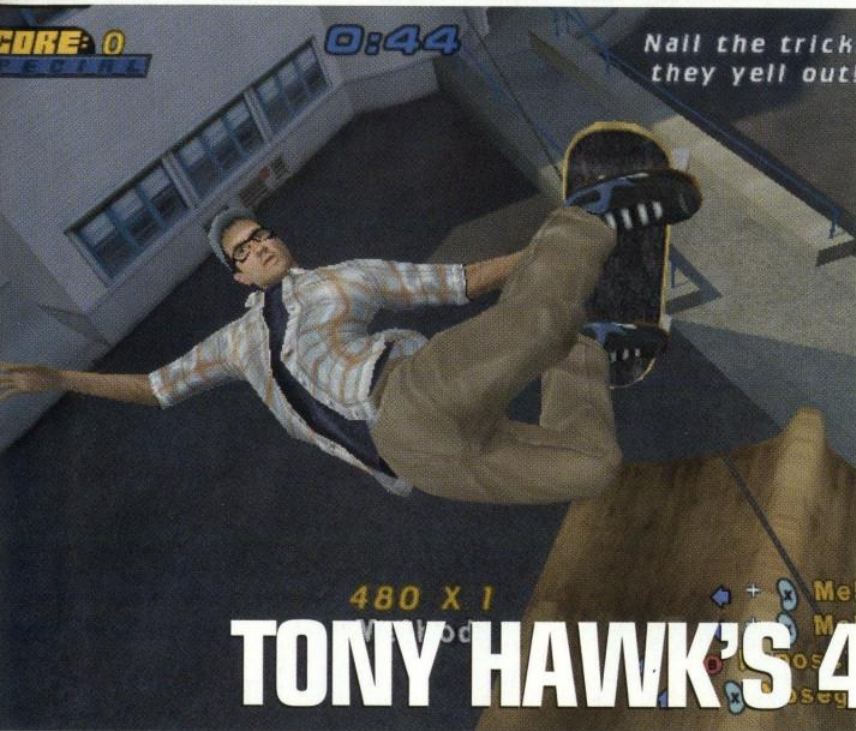
NICK TRENT



ART EDITOR
CUBE

MISSSES... all those lovely Dreamcast games.
THIS MONTH: With half of this month's titles resembling Dreamcast games Trenty began to reminisce about his days on Dreamcast Magazine. Oi! Snap out of it! Those days are gone; you'll never get them back! Never... you hear!?

100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



TONY HAWK'S 4

72 We have to admit, we were expecting the Hawkster's latest offering to be nothing special – how wrong could we be!? Read on to find out why this is a must-buy for any extreme sports fan.

DIE HARD VENDETTA

62 McClane gets up close and personal. It may not be up there with the likes of *TimeSplitters 2*, but if you like a bit of thoughtful stealth this could be right up your street.

REIGN OF FIRE

64 Shock! Horror! As if one 'not so bad' film license wasn't enough, we get another one in the same month. Prepare yourself to get extremely hot under the collar.

GODZILLA: DAMN

66 What could have been a great multiplayer alternative to *Super Smash Bros Melee* turns out to be decidedly average. Shame.

SCOOBY DOO

67 Thought the GameCube had already had its fair share of below par platform-adventures? Think again. This one's for the kids.

MARIO PARTY 4

68 The GameCube is fully loaded when it comes to multiplayer goodness but we don't mind making room for another great addition.

CRASH BANDICOOT

70 Vivendi attempts to deliver a kids' alternative to *Super Mario Sunshine*. Let's hope the kids don't recognise an aging formula then.

SPYRO: YEAR OF THE DRAGONFLY

71 Look at what we said for *Crash Bandicoot*, then apply it to this. Young or old, a dodgy framerate is a dodgy framerate.

TY THE TASMANIAN TIGER

74 Well, we've got a detective dog, a marsupial and a dragon. What do we care if you give us a Tasmanian Tiger as well. Someone help us...

PRO RALLY

75 Maybe we were dreaming when we thought we were writing for a GameCube magazine. Surely this is a Dreamcast game?

FIFA FOOTBALL 2003

76 Considering that this is the only up-to-date GameCube footie offering, EA could have churned it out. As it turns out it's really good!

ROBOTECH: BATTLECRY

78 Capturing the look and feel of the anime series perfectly, *Robotech* will have fans the world over instantly hooked.

WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic – it's pretty easy to find what you need once you know where it all is...

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher/developer and whether or not you can watch movies of the game in action on TotalGames.net.

COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here; you'll be needing this to make up your own mind...



2ND OPINIONS

If you're still not 100% sure whether you're going to take one expert's opinion, you'll find not one but two more snippets of advice right here.

ALTERNATIVES

Obviously, not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

BOX OUTS

If you want the finest information on what the game's all about or hot tips on some of the tougher bits, the wide selection of box outs are ideal for you.

THE BREAKDOWN

Sure, every game gets a rating but do they really mean anything? Of course they do – here's a detailed look at what we're saying in those all-important numbers...

RATING 9.0

9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, okay?

RATING 7.5

7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

RATING 5.0

5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk; with 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing...

RATING 2.5

2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

RATING 0.0

0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but believe us – it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!

A long time ago, in a Galaxy far, far away...

CUBE

INFORMATION

STAR WARS: THE CLONE WARS

PUBLISHER: ACTIVISION

DEVELOPER: LUCASARTS

PRICE: \$99

ORIGIN: US

PLAYERS: 1-4

MEMORY: 3 BLOCKS

STATS

■ SIXTEEN CAMPAIGNS

■ MULTI-VEHICLE COMBAT

■ MULTIPLAYER MODES

■ BE A JEDI!

TOTAL CAMPAIGN MOVIES PICTURES

OUT NOW TBA OUT NOW



STAR WARS: THE CLONE

You fought in the Clone Wars?

THERE'S NO

doubting that the *Star Wars* universe is the most lucrative and sought after intellectual property out there. For decades now barely any console or format has gone without in some way feeling the force of... well, The Force. However, much like the film prequels of late, the games themselves have often failed to live up to the hype. Yet, as with many things *Star Wars* related, fans in their droves buy the goods regardless, just because, well you know – 'it's *STAR WARS*!!'

When the GameCube launched way back this year in May, for many gamers *Rogue Leader* rather than *Monkey Ball* or *Luigi's Mansion* was the main reason to buy

Nintendo's newest console.

After all, piloting an X-Wing or harpooning the legs of

an AT-AT had never looked so damned good, but just as importantly *Rogue Leader* didn't disappoint gameplay-wise.

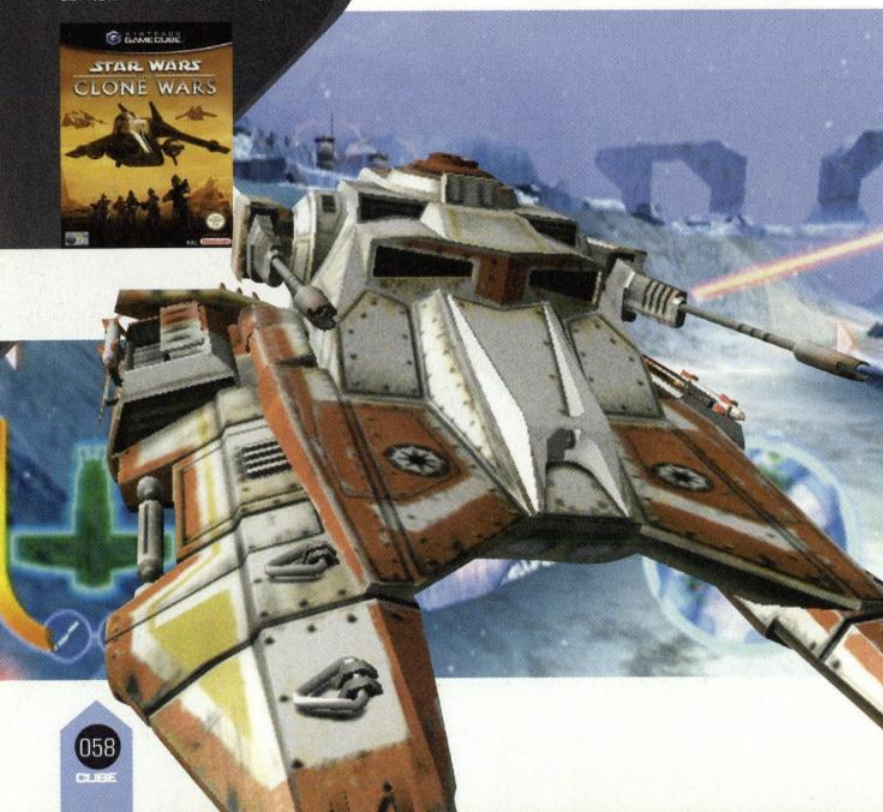
A full year after the GameCube's first George Lucas-inspired game hit the US, comes something of an update. *Star Wars: The Clone Wars*, while including flying sections similar to *Rogue Leader*, also has many more gun-laden vehicles and leans more towards land-based combat. This time round though, it's not the *Rogue Leader* developers Factor 5 who are at the helm but a lesser known outfit called Pandemic Studios.

For those of you who aren't familiar with this US developer (that'll be most of us then) their previous titles include *BattleZone*, *Triple Play Baseball* and an RTS version of *Army Men*. Hmm...

QUICK, HIDE!

VA-VA-ZOOM

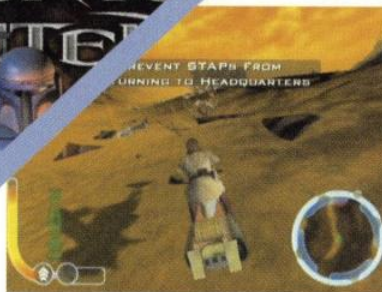
It's a good idea to pick off enemies from a distance, especially on levels where you're protecting Republic craft. Be quick though – once they get hit, they'll be after you.



CALLED LUKE STARHILLER!

TRAILER TRASHED: Many publishers have included trailers of their other games as bonuses, yet the Bounty Hunter footage makes Clone Wars seem worse by comparison!

BOUNTY HUNTER



MISSION IMPOSSIBLE

DESTRUCTION DERBY

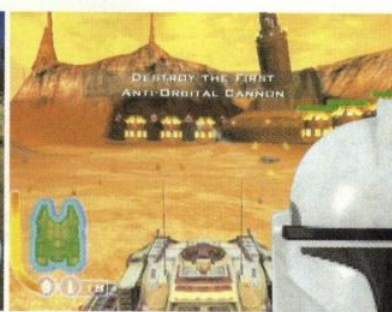
Clone Wars is undoubtedly an out-and-out shooter, but along with taping your thumb to the trigger button, you'll also need to pay attention to mission objectives. A typical mission can involve a variety of objectives, all based of course around blowing something up. For example, a scenario can begin with the straightforward destruction of enemy outposts using a Fighter Tank. Having done so you could typically then find yourself chasing down an enemy convoy before it reaches its destination. Finally, you may then change to a Gunship and be required to find your own Republic ground forces and give them an airborne escort out to safety.

As in *Rogue Leader* your convoy of allies can often be given commands via the D-Pad, while on every mission there are also bonus objectives to complete. While many missions are reasonably easy and straightforward to complete there is something of an erratic difficulty curve meaning that some levels are eventually completed more with a sense of relief than triumph.

↑ Your Republic Gunship, similar to the X-Wing, could do better with a bit more speed.



↓ My stick is longer than yours; size does matter after all.



WARS

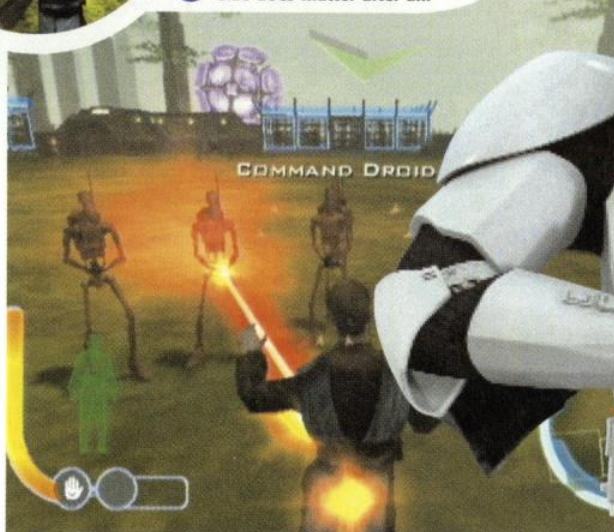
CRAFTY

ALL TANKED UP...



There's no doubt that part of the *Star Wars* charm is the technology and design of its craft. As far as variety of vehicles goes, *Clone Wars* doesn't disappoint. In total, there are five different gun-laden modes of transport, all of which perform differently. You begin *Clone Wars* in a nimble Fighter Tank equipped with lasers, missiles and a speed boost. This is your obligatory all-rounder; quite competent, but doesn't excel in any particular category. Your sole air-based vehicle, the Republic Gunship, is equipped and handles much like an X-Wing. However, if you're looking for a bit more speed, then the aptly named Speeder Bike is what you'll need.

With only a primary weapon, the streamline design of the Speeder Bike makes it ideal for delivering reconnaissance info, or for chasing down escaping messengers. If you need firepower, the sluggish Mobile Assault Cannon is the tool for the job. The novelty of the group is the Maru beast, whose reptilian agility and three-weapon armoury makes it ideal for densely populated areas. Finally, the daddy of the quintet is the six-legged AT-TE Walker, which has a projectile cannon and six laser turrets as secondary weapons. Very nice.



"THERE'S MORE FRANTIC SLAYING OF SHIPS AND DROIDS THAN JABBA THE HUT HAS HAD HOT DINNERS"

JEDI VS JEDI

FROM BASEBALLS TO BASE BRAWLS

In total, *The Clone Wars* has four multiplayer modes each of which support four players. The Duel mode is your traditional Deathmatch scenario – if it moves, then shoot it. Control Zone is essentially a King of the Hill battle with points earned by controlling specific zones for a set amount of time. The two modes you may be unfamiliar with though are Conquest and Jedi. The latter is a points challenge where everyone is on the same team against wave after wave of enemies – the twist is that ultimately you'll be asked to turn upon your own team-mates. The former is the best multiplayer mode on offer and sees two teams engaged in a base versus base brawl. The objective of Conquest is to destroy your opponents' home base. Doing so is made much easier by capturing outposts that are scattered a small distance from your respective home base. As long as a player is within an outpost defensive turrets will spring up and begin to sprout AI units that can be commanded via the D-Pad.

Although the multiplayer modes are limited by *Clone Wars*' simple control system, they're still pretty good fun but hardly a reason to buy the game.



"...A SERIES OF COSMETIC VARIATIONS ON THE THEME OF DODGING, POINTING AND SHOOTING"

GROUND CONTROL

THE TACTICS OF A JEDI PILOT

If you're going to take down the Confederacy, then you've got to get a grip on the controls. As you'd expect, the analogue stick manoeuvres whatever craft or animal you happen to be riding. The A button fires the standard weapon of your craft, the B button delivers various missile attacks and Y shoots either a burst of lasers or grants a burst of speed.

Meanwhile, the L and R buttons are used for strafing and are probably the most important part of control technique to master. As most of the game is played in a barrage of laser fire, it's essential to circle, strafe and run rings round most of your adversaries. If you don't you'll end up in a head-on trade of firepower. Oh, and if you're wondering about the airborne controls, we can tell you that they're exactly the same as *Rogue Leader*.



COMMENT

What's in a name eh? *Star Wars: The Clone Wars* mentions twice in its title the word 'war' and appropriately enough the *Clone Wars* is not some mere spat between squabbling rivals – oh no, as anyone who has seen the last ten minutes of the film can tell you, the *Clone Wars* is the galaxy's greatest conflict. An intergalactic and monumental blitzkrieg and a bloody good ruck between good and evil.

Thankfully, *Clone Wars* unflinchingly sticks to this theme of battle and features more frantic slaying of ships and droids than Jabba the Hut has had hot dinners.

In playing the *Clone Wars*, you alternately use three main characters comprised of Anakin Skywalker, Obi-Wan Kenobi and Mace Windu. Your control of these Jedi begins at Episode II's climactic battle on Geonosis and progresses across six

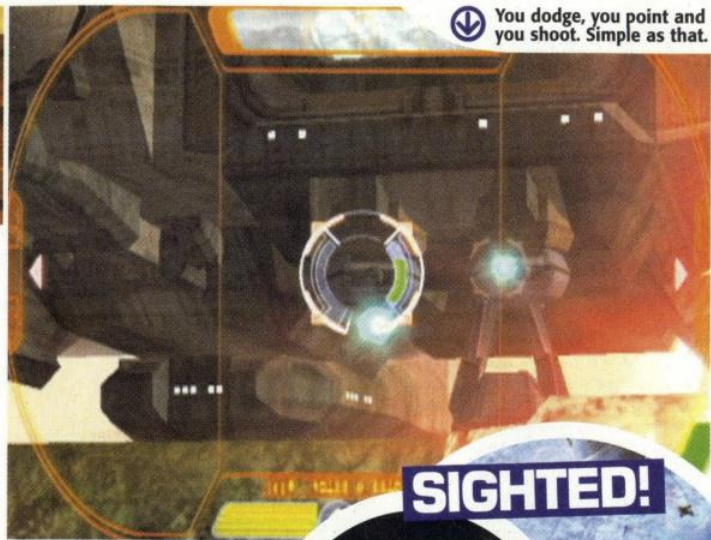
worlds, from the icy ruins of Rhen Var to the treetop cities of the Wookiee home planet of Kashyyyk.

Starting out in a ground-based Republic Fighter Tank, the most striking initial impression of *Clone Wars* is its ease of control. No matter what ship you're at the helm of, everything handles intuitively with an auto aim function that homes in on any enemy you're facing. This ensures that combat is continually arcade-like in its simplicity, immediacy and impact. Playing *Clone Wars* is simple, fast and furious. The enemy count is continually high, locations are varied and the number of lasers and explosions continually searing and peppering the screen keeps you permanently in the heat of battle. Yet despite the range of vehicles and their different attributes and functions, *Clone Wars* is in the main, a series of cosmetic variations on the theme of dodging, pointing and



With its highly exclusive auto aim function, the fire tank can easily destroy enemies.

⬇ You dodge, you point and you shoot. Simple as that.



SIGHTED!

SPINNING AROUND

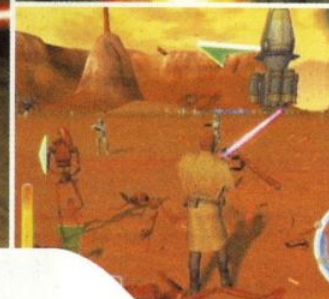
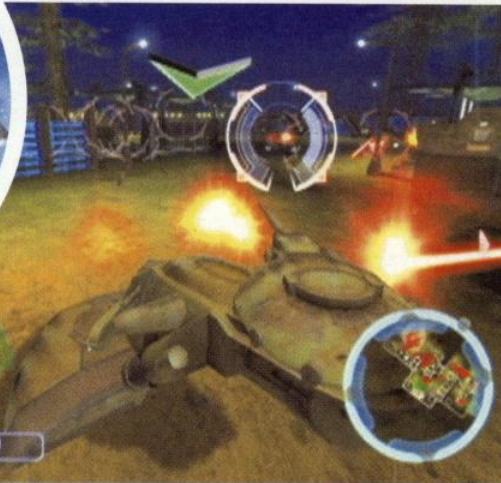
Using the Camera-Stick allows you to get a panoramic view, which comes in very handy when enemies are on your tail.



VIDEO NASTY

UGLY SCENES

Whereas the vehicles in *Clone Wars* are lifted directly from the film, many of the in-game locales and events have never been on celluloid. As a result, many of the cut scenes have been done from scratch and vary in quality from excellent to abysmal. The good ones are the Yoda and Jedi cut scenes, but the level intro scenes are mostly terribly executed. Interestingly the credits of *Clone Wars* reveal a dedicated team for high-resolution clips. We're guessing they weren't involved in all the cut scenes that you can see around this page...



shooting. This is of course fine... if you're after a no-brain blaster.

When there is deviation from this style though, the results are truly appalling. The on-foot sections are absolutely useless. This is partly due to the clumsy control, but primarily because of the scrappy level design that makes it better to ignore your lightsaber and just leg it towards the next checkpoint. Thankfully, such levels are brief meaning they don't detract too much from the rest of the game; though disappointingly their quality is mirrored in many aspects of this game.

Clone Wars is a peculiar game to review because many of its highpoints are accompanied by elements that detract. For every epic and well-designed mission that immerses you in a riot of action there's an accompanying downside just around the corner.

Sometimes it's the meandering framerate or lackluster AI, while at other times the relentless familiarity of it all will leave you indifferent to the ballistic assaults and on-screen fireworks. Even the music, which is very good in itself, just doesn't work in some places. Why? Well the pace and tempo of the *Clone Wars* regardless of the different mission objectives is pretty much at one pitch—frantic. The John Williams score by comparison ebbs and flows from atmospheric to rousing and ultimately highlights the lack of variety in the shoot, dodge and shoot gameplay.

Here at **CUBE** we're guessing that many gamers will be tempted by *Clone Wars* simply because it's Star Wars. Be warned though; what you'll be getting is only an average to reasonable shooter, not a successor to *Rogue Leader*.

BYRON

CUBE VERDICT

STAR WARS: THE CLONE WARS

⚡ NOT BAD, NOT GOOD, JUST AVERAGE.



VISUALS

Well rendered and sometimes rosey. Surely it was just a case of improving on the *Rogue Leader* engine?



AUDIO

Reasonable sound effects, but nothing that comes close to the John Williams score.



GAMEPLAY

Despite the mission objectives, it's a one-trick pony with little to do other than shoot, steer and dodge.



LIFESPAN

Plenty of objectives and bonus materials to unlock, but the missions are not worth coming back for.



ORIGINALITY

Apart from the unpleasant shock on the on-foot levels, there are no other surprises or innovation.

ALTERNATIVE

Puts *Clone Wars* to shame in every department—graphics, atmosphere, level design and that all-important *Star Wars* feel.



ROGUE LEADER

Format: GameCube Reviewed: Issue2

TGN Rating: 9.1

2ND OPINION

BLAST! "I don't understand. Surely Pandemic had access to the *Rogue Leader* engine? This is what happens when the PS2 skew takes priority."

CHANDRA

FINAL SCORE

6.7

A COMPETENT AND DECENT HIGH-OCTANE BLASTER. ENJOYABLE AT TIMES BUT CRINGE-WORTHY AT OTHERS.

CUBE

⊕ INFORMATION

DIE HARD VENDETTA

PUBLISHER: VIVENDI UNIVERSAL

DEVELOPER: BITS STUDIOS

PRICE: \$99

ORIGIN: UK

PLAYERS: 1

MEMORY: 6 BLOCKS

⊕ STATS

■ OFFICIAL DIE HARD LICENSE

■ BRAND NEW STORYLINE

■ CLASSIC ONE-LINERS

■ PUZZLE-BASED GAMEPLAY

TOTAL MOVIES PICTURES

29 NOV '02 TBA DEC '02



McClane on the brain

HEADS UP!

SNEAKY!

As with most shoot-'em-ups *Die Hard* has weapons with zoom functions such as the Sniper Rifle. Aiming with the Sniper Rifle is extremely easy, far easier than with any other weapon.

Does it die hard or is it dead in the water?

DIE HARD VEN



REGULAR

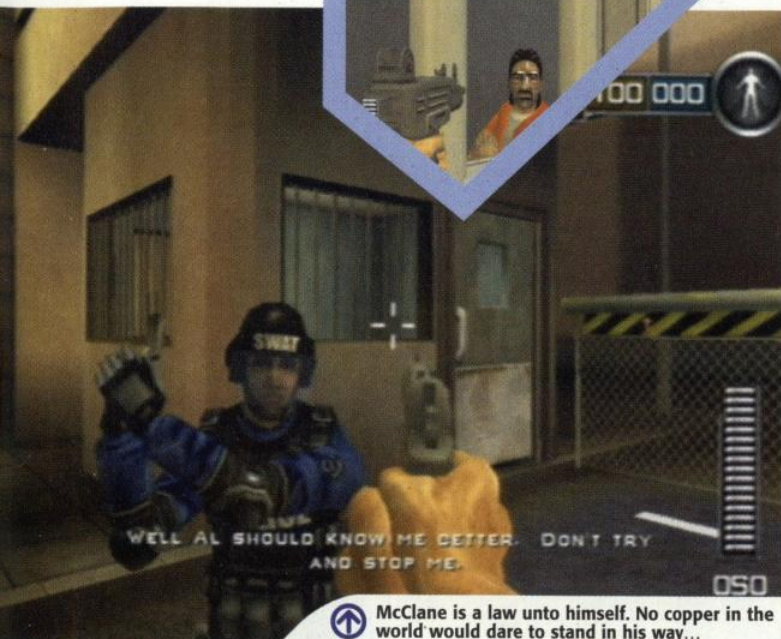
readers of **CUBE** will

know that we have been hyping this game for a long time; ever since issue one in fact. During the course of the development period we were constantly impressed by the great new ideas that the team was coming up with and were genuinely excited by the potential that the game was showing. As the game approached completion though it became increasingly obvious that there would be no multiplayer – not a massive problem if the single player is good enough, but can it really be that good?

If you come at *Die Hard Vendetta* expecting a blast-a-second, all-action shoot-'em-up, prepare yourself to be sorely

disappointed. Plenty of people in the **CUBE** office were looking forward to this game, and the finished product isn't exactly what they expected. To be honest it's more of a puzzle-shooter than anything else. You make your way through a level and then you'll die because you did something wrong; walked through the wrong door for example. Bang. Hostage killed. Mission failed. You then have to start again and learn from your mistake. It's not until you spend a few hours with the game (something which many people won't be willing to do) that you get into the *Die Hard* vibe. Sometimes you have to barge into a room guns blazing but then again, for all you know, there may be

HACKERS: There are certain things that McClane just can't do. In order to hack into the LAPD comms system, you'll have to resort to asking the inmates.



McClane is a law unto himself. No copper in the world would dare to stand in his way...



DETTA

hostages in there with guns to their heads. Choosing to wait silently outside the door and listen to what's going on will pay off. With the situation evaluated you can choose to take your chances with your trigger finger or tap B to go into Stealth mode; only then can you creep up behind the enemies and get them in a headlock.

One problem with this game is the targeting system. The auto aim is far too generous, thus removing any kind of skill factor. You can switch it off but then it becomes absolutely impossible to hit anything. Still, you could argue that *DHV* isn't about skillful shooting and more about puzzle solving.

Technically *DHV* has its ups and downs. Having spent a lot

of time with the hardware Bits has managed to create extremely detailed textures and include some nice water effects, lighting, frosting and include Dolby Pro Logic II. Framerate wise, some levels are fine but there are some levels where the framerate is running at 30fps or less, which isn't ideal.

DHV is an enjoyable game with some neat new ideas. It's not a shoot-'em-up in the *TS2* vein and can't be compared to it. If the thought of a shoot-'em-up with plenty of puzzles elements appeals to you then definitely buy this game. For anyone else *DHV* is good but not good enough to be a Star Game, especially when there is no multiplayer to back it up.

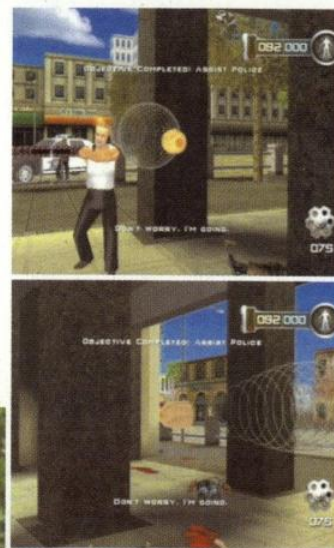
CHANDRA

MAKE IT SPECIAL

BULLET-TIME BRUCEY

Every now and then the game will reward your shooting skills with a special effect. Specifically this tends to happen when you get a head-shot or when you successfully save a hostage from a difficult situation. Sometimes the camera will zoom in on your opponent and play his death sequence in slow motion, complete with pitch-shifted sound effects. At other times you'll see a bullet-time sequence, which sees the camera following the bullet *Matrix*-style until it makes contact with the enemy.

The standard slow motion kills get boring after the first few but you can skip them by tapping the A button. The bullet-time on the other hand is quite satisfying – watching the bullet hit home never gets boring.



CUBE VERDICT

DIE HARD VENDETTA

THE FIRST PUZZLE-BASED SHOOT-'EM-UP EVER!



VISUALS

Not out of this world but very accomplished. Shame about the framerate in certain areas.



AUDIO

Plenty of speech and suitably cinematic music. The option to turn on the adult script is nice as well.



GAMEPLAY

Great on the whole but you'll play some sections over and over in order to pass an objective.



LIFESPAN

A good selection of levels – the lack of multiplayer detracts from the lifespan though.



ORIGINALITY

Plenty of new ideas and nice touches but it may be a little bit too different for its own good.

ALTERNATIVE

There's a new king of the shoot-'em-ups. No arguments, no exceptions... it really is that good. Do we have to spell it out?

TIMESPLITTERS 2

Format: GameCube Reviewed: Issue 3

TGN Rating: 9.5

2ND OPINION

WHAT THE F*!?! "DHV** is different to say the least. It has its problems but most of them are related to it not being a run-of-the-mill shoot-'em-up..

GARY

FINAL SCORE

7.4

NOT WHAT YOU MAY BE EXPECTING BUT STILL AN ENJOYABLE RECREATION OF THE LICENSE.

There be dragons...



REIGN OF FIRE

CUBE

INFORMATION

REIGN OF FIRE

PUBLISHER: BAM!

DEVELOPER: IN-HOUSE

PRICE: \$99

ORIGIN: UK

PLAYERS: 1

MEMORY: 3 BLOCKS

STATS

■ BASED ON THE FILM

■ DRIVE MULTIPLE VEHICLES

■ PLAY AS HUMANS OR DRAGONS

■ BURN EVERYTHING

TOTAL 100% MOVIES 100% PICTURES 100%

OUT NOW TBA OUT NOW



London's burning, fetch the engine, fire, fire!



DOES ANYONE

remember a game called *Body Harvest* on the N64? Some people loved it and some people hated it – this reviewer for one, loved every second of the atmospheric, mission-based, alien blast-a-thon come action RPG, and *Reign Of Fire* has a very similar feel to it.

Based on the recent film of the same name, *Reign Of Fire* sets you down in a barren wasteland of a world ravished by dragons. No more mythical than a dodgy PS2 port, the winged beasts are everywhere and as part of the

Kentucky Irregulars (a dedicated team of dragon slayers) it's your job to take them down.

Reign Of Fire has come on a long way since we previewed it last issue. The framerate has been sorted out and most of the control problems are no longer an issue. The textures too have been smoothed out and the resulting world does well to create the right atmosphere. The dark and dingy landscapes, murky skies and absolute silence (save the occasional radio chatter) really make you feel like you're the only one left.

The game doesn't start you off gently. Once you're through the training missions, the real action will begin and it won't let up for a long time. The second level really chucks you in at the deep end with a whole fleet of dragons raining down multiple fireballs on your

AIRCRAFT

CHOPPER ATTACK

You don't get to fly the chopper but it's invaluable to you, so make sure you protect it at all costs – a difficult task when it's up in the air and you're on the ground.



BATTER UP! Ammo crates are few and far between, but if you're going to find them anywhere they'll be in the main compounds.



Up to the atmosphere, up where the air is clear, oh let's go... fly a dragon. How was that?

sorry arse. It's lucky then that you have suitable weapons at your disposal such as mini-guns, rockets and homing missiles. The missions don't always involve mass-producing dragon steaks and sometimes you'll need to go on civilian rescue missions with a fire truck. Getting through these isn't easy, but waiting at the end of them are the dragon missions where you get to exact revenge on the human race.

So yes, *Reign Of Fire* is a lot of fun, but it's not without problems. There are some silly little glitches, such as the ability to get stuck on objects but the team has tried to minimise this by removing the collision detection on the smaller rocks and plants. The radio chatter is okay, but it sounds distorted in

a cheap studio-effect way, rather than a dodgy transmission way. Last up are the graphics; they do their job well enough but as an example, the dragon textures look horrible up-close. This is simply because the game is a PS2 port. Instead of looking acceptable, *Reign Of Fire* could have looked great if a little more effort had been put in on the texture front.

Still, the graphics are the last thing you'll be worrying about when you have three dragons homing in on your position. As a gaming experience *Reign Of Fire* fills a void in the GameCube's line-up and it delivers on what it sets out to achieve, i.e. to provide a frantic and enjoyable tie in with the film.

CHANDRA



DVD EXTRAS

IT'S BASED ON A FILM YOU KNOW...

Unlike some film tie-ins we could mention (*cough* *Top Gun* *cough*) *Reign Of Fire* does feature some bonus material straight from the movie. There's a whole Special Features section, which includes a trailer for the recent big-screen film, a music video from a band we've never heard of before and plenty of artwork from the film and the game.

The game itself features cut-scenes from the film but the in-game action uses alternative voice actors for the voice-overs.



HOLY SMOKE!

BURN BABY BURN

Other than ramming you and calling you names, the dragons' main attack is their napalm breath. It tends to set everything on fire – well, everything that's left anyway. This ranges from cows, to people, to buildings, to your vehicles. Certain missions will see you racing against time to save your people from being burned to a crisp. If you get set on fire, nobody will save you and you'll have to find a water pipe, which can be burst in order to quench the flames. The cows on the other hand don't have to be saved and it's worryingly amusing to watch them dance their merry dance while the flames lick at their hides... or maybe we're just sick.



"THE DARKENED SKIES AND ABSOLUTE SILENCE REALLY MAKE YOU FEEL LIKE YOU'RE THE ONLY ONE LEFT"

CUBE VERDICT

REIGN OF FIRE

DRAGON SLAYING LEAVES YOU HOT UNDER THE COLLAR.



VISUALS

Nice environments and vehicles, but dodgy textures. Framerate chugs a bit when the action gets intense.



AUDIO

The lack of audio creates a great atmosphere – when the action heats the music is great though.



GAMEPLAY

Easy to pick up and play. Some levels may seem hard until you find the solution to the problem.



LIFESPAN

Won't last forever but the missions, together with the film extras, will keep you interested.



ORIGINALITY

Most of this has been done before but it's a new genre for the GameCube.

ALTERNATIVE

Still the greatest shoot-'em-up on the GameCube, *Rogue Leader* shows you how it should be done, *Star Wars*-style.



ROGUE LEADER

Format: GameCube Reviewed: Issue 1

TGN Rating: 9.1

2ND OPINION

FLAME-GRILLED! "While this is certainly exciting in places, I can't help feeling as if this has all been done before... it didn't take long for me to start getting bored."

GARY

FINAL SCORE

8.0

FAST-PACED DRAGON SLAYING COMBINED WITH CLASSIC SHOOT-'EM-UP GAMEPLAY.

Up from the depths, thirty stories high!

CUBE INFORMATION

GODZILLA: DAMM
PUBLISHER: INFOGRAMES
DEVELOPER: PIPEWORKS STUDIOS
PRICE: \$99
ORIGIN: US
PLAYERS: 1-4
MEMORY: 4 BLOCKS

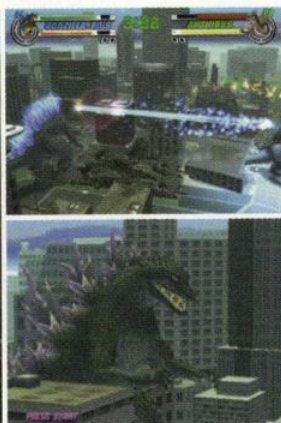
TOTAL GAMES: 1 MOVIES: 1 PICTURES: 1

OUT NOW TBA OUT NOW



Puuuh, nasty smell! Who did you have for dinner, Zilla boy?

GODZILLA DESTROY ALL MONSTERS MELEE



Not in any way as exciting as it looks.

... and back down to the depths again

THE SET UP

is simple. Two to four players each take the reigns of a fairly famous Toho monster and they then duke it out in a major city. These creatures dish out their own variety of pain and the metropolis gets busted up in the process. Quite a nice idea really, but one that is destroyed with such ferocity that it scares us.

Fighting games are based on fast reactions and timing; this game doesn't interpret either of these fundamental aspects, with fights being far less engrossing and hands-on than playing with plastic dinosaurs while making "grrrooar" noises. But at least the later solution could in some way be deemed amusing... in an incredible immature way... for a very short amount of time.

The beasts animate like they've just had a ten course meal of liquid concrete and the only satisfaction you get from seeing a building collapse is in the relief you feel because you can now see more of what is meant to be going on. Yes, we know these monsters were hardly agile in the first place but that's no real excuse for translating that fact into a poor gameplay dynamic. It's just not fun to play, and to be honest, the only battle the game encourages is an internal one within the players who really want to stop playing around twenty seconds into the first round, but feel they must continue since they've just paid forty quid for this utter disappointment.

WILL

CUBE VERDICT

GODZILLA

PARTLY ENJOYABLE, BUT A POOR SHOW ALL ROUND.



VISUALS
Occasionally fair lighting effects don't change the game's overall dullness.



AUDIO
The monsters make their signature 'roar' and the spot effects are just about acceptable.



GAMEPLAY
Single-player is awful, two-player is hardly amusing and four-player is approaching average.



LIFESPAN
If you have a thing for Toho, maybe. The rest of us will be returning it to the shop pronto.



ORIGINALITY
There are few games like this on the GameCube at the moment. Good.

FINAL SCORE

4.0

WITH A BIT MORE GRACE AND SOME REAL POINT TO THE DESTRUCTION, THIS COULD HAVE BEEN A CONTENDER

CUBE

INFORMATION

SCOOBY-DOO: NIGHT OF 100 FRIGHTS

PUBLISHER: THQ

DEVELOPER: HEAVY IRON STUDIOS

PRICE: \$99

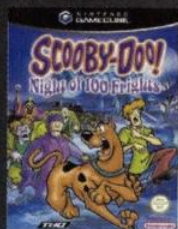
ORIGIN: US

PLAYERS: 1

MEMORY: 5 BLOCKS

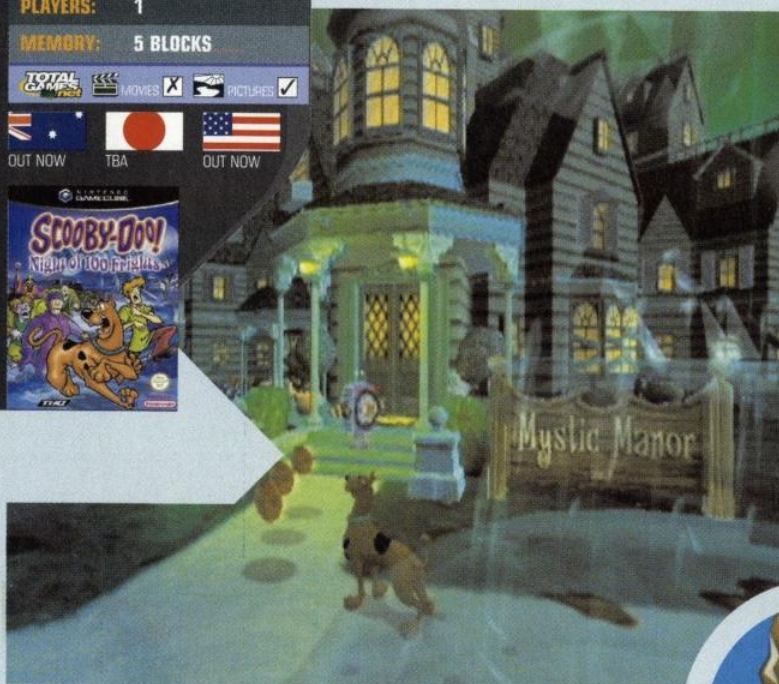
TOTAL ESRB RATING: **MOVIES:** **PICTURES:**

OUT NOW **TBA** **OUT NOW**



A real dog of a game

SCOOBY-DOO! NIGHT OF 100 FRIGHTS



Substandard platforming anyone?

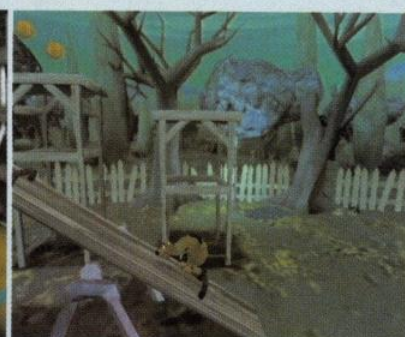
BASED ON the much loved animated series, this platform-adventure title from THQ is a strictly by-the-numbers affair. Indeed, anyone who has sampled the delights of the excellent *Super Mario Sunshine* will be left cold by the lack of original ideas on offer here. Once you've got through the opening intro (which is quite nicely handled), you'll find yourself controlling the eponymous canine as he makes his way through a series of cartoony landscapes, leaping from platform to platform and solving the odd puzzle. Most modern platform games seem to involve collecting stars, orbs or some other generic item. *Scooby-Doo! Night of 100 Hundred Frights* is no exception, although in this instance you're collecting trails of Scooby Snacks. By accumulating enough of these you can gain access to other sections of the game, which were previously

inaccessible (how original). The PS2 version of the game arrived to a lukewarm reception several months ago and developer Heavy Iron Studios (responsible for the dire *Evil Dead: Hail to the King*) has done nothing to improve the title for its GameCube outing. In terms of both visuals and structure this is a product that is doing little to push its host system. Granted, the game's graphics and sound do a decent enough job of capturing the spirit of the cartoon, but the staggeringly unimaginative gameplay never really engages the player. For the most part you feel like you're playing a five-year old PSone game and an average five-year old PSone game at that. The younger audience may get something out of the game but the more discerning player should leave this well alone. To paraphrase the cartoon mutt... "Scooby-doo-by-don't".

SIMON



In addition to Scooby himself, other characters from the cartoon also turn up at certain points.



"...THE STAGGERINGLY UNIMAGINATIVE GAMEPLAY NEVER ENGAGES YOU"

CUBE VERDICT

SCOOBY-DOO

TOTALLY UNORIGINAL PLATFORM GAMING



VISUALS

Looks decent enough but it's hardly pushing the GameCube.



AUDIO

The music and sound effects closely mimic those of the cartoon.



GAMEPLAY

Playable to a certain extent, but its so formulaic. Let's have some innovation please.



LIFESPAN

Shouldn't take long for most players to wade through... if they can be bothered that is.



ORIGINALITY

You'll have seen almost everything on offer here many times before.

FINAL SCORE

5.2

A WASTE OF A LICENSE. IT'S NOT A DISASTER, BUT IT COULD HAVE BEEN SO MUCH BETTER.

CUBE

INFORMATION

MARIO PARTY 4

PUBLISHER: NINTENDO

DEVELOPER: HUDSON

PRICE: \$99

ORIGIN: JAPAN

PLAYERS: 1-4

MEMORY: 2 BLOCKS

STATS

OVER 50 MINI-GAMES

5 GAME BOARDS

8 TOP CHARACTERS

MULTIPLAYER PERFECTION!

TOTAL GAMES: 50 ADVIS: PICTURES: 1

29 NOV OUT NOW OUT NOW



It's party time again... **RIVALRY**

GO WALUIGI!

Mario has had a nemesis in Wario for some time now, so it's only fitting that Luigi should have a rival too. Right on cue, enter the spindly Waluigi...

CUBE STAR GAME

Reach for the stars... the only S-Club 7 reference we'll ever use. Promise...

MARIO PARTY 4

After cleaning an entire island, Mario's throws another party!

HANDS UP

who's still playing *Super Monkey Ball* when their mates come over? Yeah, that's what we thought. Such is the quality of SEGA's banana-munching classic that it's been six months since the GameCube launched and only now are we finally seeing some equally good (or dare we say better?) multiplayer action. Trust Nintendo to keep your spare controllers from gathering dust... yes, Mario is back and he's brought with him seven friends (perhaps calling Wario a 'friend' is a little strong...), loads of familiar faces and a fistful of Stars!

If you've never played one of the *Mario Party* games before then you're missing out. The premise is

simple; move around a board-game while partaking in plenty of mini-games in an attempt to get more Coins and Stars than your opponents. Previous games have all worked so well thanks to the sheer brilliance with which every aspect has been executed and this is no less the case in this latest offering. The five basic party boards on offer are all of a similarly high standard but this was to be expected... the main surprises come from the extra features and the games themselves.

We were hoping for good things from the mini-games and Hudson hasn't let the side down; as well as some pretty remakes of old games, we have a variety of new tasks that span 'Simon Says' button

Lean Left or Right

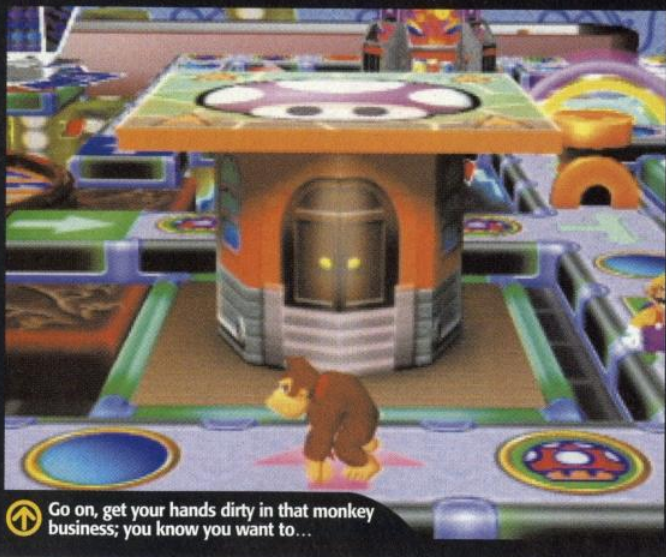
GO TEAM! One of the best mini-games sees two teams of two facing off and working together to get through an obstacle-riddled dungeon. Nice.



TOP OF THE SHOPS

MARIO SAMPLES A LITTLE 'RETAIL THERAPY.'

Unless you're new to the *Mario Party* experience, you'll be familiar with the Item Shops scattered around each of the boards. There are more items than ever before on sale, from morphing fungi to grab-bags. Notable additions include Boo's Crystal Ball, which allows you to steal other players' Stars and Coins from anywhere on the board, and the Mini-Mega Hammer that allows you to force any other player to change size. See Peach going for a short cut? Make her huge! Mario hot on your heels? Shrink that fool down! The wealth of new items bring with them a more tactical approach to the game boards... you'll need to work on your strategy as well as your mini-game skills.



Go on, get your hands dirty in that monkey business; you know you want to...

commands, speedy button-bashing and in some cases, sheer luck. The real gems tend to be the team games; two-on-two or three-on-one, these nearly always manage to be something special. Single players are catered for with CPU players (there always needs to be four players for the main game, human or otherwise) in both Party mode and Story mode.

Another new feature means that any unlocked mini-games can be played individually or as part of several competitions on offer. This is a great move as it negates the time factor; quite often people could be put off playing the previous games since they could get a little lengthy.

This is what multiplayer gaming is all about. There's just the right blend of styles and pace to hold the attention of whoever is lucky enough to get hold of a controller. Perhaps there aren't enough boards or mini-games to justify upgrading if you have (and still play) one or more of the previous games but when it's all done as well as this, there's very little you can fault it on. *Mario Party 4* does exactly what it sets out to do, and as such it comes highly recommended to anyone with more than one controller to their name. Plug four controllers in and you'll be losing a lot of sleep...

LUKE

"THIS IS WHAT
MULTIPLAYER GAMING IS
ALL ABOUT"

GO LARGE!

GROW YOUR WAY TO THE TOP...

While previous *Mario Party* games offered items that allowed greater movement and other such bonuses, this fourth Mushroom Kingdom knees-up takes things one stage further. Land on a mushroom space on any of the game boards and you'll receive either a Mini or a Mega Mushroom... these allow you to change the size of your character for one turn with various bonuses and drawbacks to each. For instance, large characters can move further and stomp anyone in their way to steal coins, but they'll miss any goodies they pass. Turn small on the other hand and you'll significantly cut your move speed. On the flip side, squeezing through shortcuts is a breeze. While nothing major, this system is well implemented and helps make each board even more unique - this variety can only be a good thing.

CUBE VERDICT

MARIO PARTY 4

MARIO AND PALS CONJURE UP YET MORE MULTIPLAYER MAGIC.



VISUALS

Come on, it's Mario! Bright, bold and colourful with vivid characters and boards.



AUDIO

Plinky ditties and frantic, mini-game music work well, but the speech samples are slightly over-used.



GAMEPLAY

Splices slow-paced fun with hectic mini-games... crazy, but the previous three games prove it works!



LIFESPAN

There's plenty to unlock if you're on your own, but multiplayer is where the real longevity lies...



ORIGINALITY

A few new ideas distance it from its predecessors, but it's still a party game at heart.

ALTERNATIVE

If the bit between the mini-games doesn't do it for you, try this simian sensation for size... you won't be disappointed!

SUPER MONKEY BALL

Format: GameCube Reviewed: Issue 3 TGN Rating: 90%



2ND OPINION

PARTY ON! "There can be no argument that when it comes to multiplayer the GameCube reigns supreme. This is a shining example."

CHANDRA

FINAL SCORE

9-0

THERE ARE FOUR HOLES IN THE FRONT OF YOUR GAMECUBE FOR A REASON... A TRUE MULTIPLAYER GEM.

Let's do the timewarp... again!

CRASH BANDICOOT: THE WRATH OF CORTEX

CUBE

INFORMATION

**CRASH BANDICOOT:
THE WRATH OF CORTEX**

PUBLISHER: VIVENDI UNIVERSAL

DEVELOPER: EUROCOM

PRICE: \$99

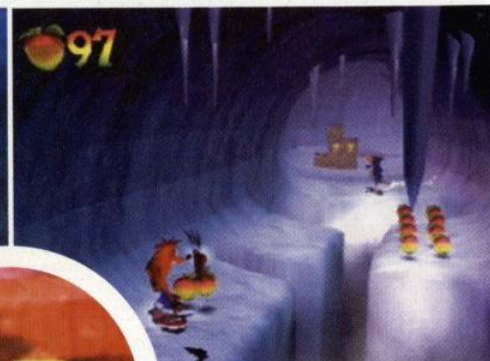
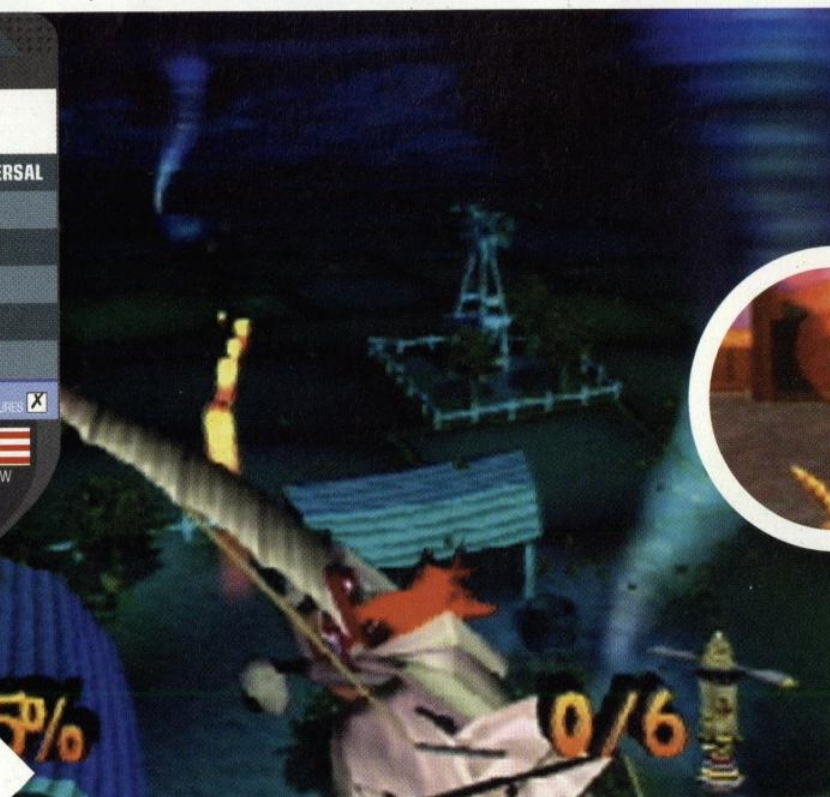
ORIGIN: UK

PLAYERS: 1-4

MEMORY: 2 BLOCKS

TOTAL CRASH BANDICOOT MOVIES X PICTURES X

NOV '02 TBA OUT NOW



Not exactly eminent graphics here, but if you're four-years-old, then...



Sony's Mascot joins Sonic on the Cube

THE ORIGINAL

American adverts for *Crash Bandicoot* on the PlayStation had Crash shouting for Mario outside Nintendo of America's HQ. Strange then, that we should be sliding a disc into a GameCube with *Crash Bandicoot: The Wrath of Cortex* branded across it.

As it is, this could be pushed into the pigeonhole 'yet another PS2 port', which is situated just to the left of 'looks like a PS2 port'. The visuals are pretty terrible. The textures, animation and effects all look identical to the PS2 version and 'slowdown' occurs an awful lot. The gameplay is generic to say the least – just run along a set path jumping gaps and avoiding enemies. Of course, the *Crash Bandicoot* series has never been

about exploration but a change of pace would have added a lot to the game. After all, the backgrounds may change and the difficulty may be ramped up, but the core gameplay remains the same for 30 levels.

It's hard to summarise *Crash Bandicoot*. On one hand, it's a big selling series for a reason; the levels are well thought out and it is a fun game, but on the other, its hard to ignore the fact that everything on offer here has been done so many times before that you'd be forgiven for thinking that you'd hit 88 mph in a DeLorean. This would have been excellent a few years ago, but compare it to something like... ooh, *Super Mario Sunshine*, and it's clear how things have moved on.

GARY

**"THE TEXTURES, ANIMATION
AND EFFECTS ARE IDENTICAL
TO THE PS2 VERSION"**

CUBE VERDICT

CRASH BANDICOOT: WOC

SIK-YEAR OLD GAMEPLAY WITH FOUR-YEAR-OLD VISUALS.



VISUALS

Blandness is the best way to describe the environments and characters in this game.



AUDIO

Funky jungle rhythms and plenty of voice acting – no complaints here.



GAMEPLAY

Linear, clichéd levels with hardly any exploration. Boring!



LIFESPAN

There are a large number of levels but you won't be coming back afterwards.



ORIGINALITY

This would be considered original – if it were still 1996.

FINAL SCORE

5.4

IT'S A FAIR ENOUGH GAME IN
IT'S OWN RIGHT, BUT IT'S
CERTAINLY NO MARIO.

CUBE

INFORMATION

SPYRO: ENTER THE DRAGONFLY

PUBLISHER: VIVENDI UNIVERSAL

DEVELOPER: EQUINOX

PRICE: \$99

ORIGIN: US

PLAYERS: 1

MEMORY: 4 BLOCKS

TOTAL GAMES

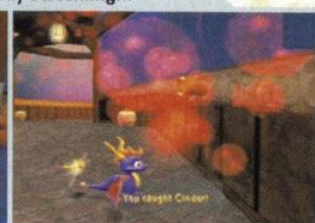
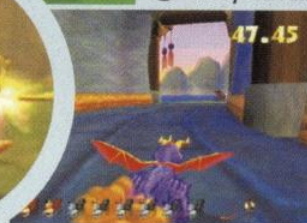
NOV '02 TBA OUT NOW



Wings of Fury!



"I can never get a girlfriend. They always run away screaming..."



SPYRO: ENTER THE

DRAGONFLY

Learn the way of the Dragon...

IT MAY seem a little pointless to release a 3D platformer in the wake of Nintendo's *Super Mario Sunshine*, but Vivendi has gone and done it anyway. *Spyro: Enter the Dragonfly* is a basic platformer; judging by its plot and heritage, it's aimed primarily at the younger audience. Playing confirms this; the moves are nice and simple to perform, the level you begin with is devoid of enemies and everything is explained to you in bite-sized, kids-style snippets of information. As such, *Spyro* appears to be a very pleasant game, which will charm children and adults alike. It's certainly value for money, with 25 large levels containing loads of secrets to discover. So why the average score. Simply because this resembles a very early PS2 game.

While we rarely get hung-up about graphical quality, it's obvious that the developer has put very little effort into this department – bare textures and dull colours do not excite. This would be forgivable though, if it wasn't for the stuttering framerates. It can drop so low that sometimes you'll have trouble with the controls. This is particularly unforgivable when you see the smoothness of something like *Super Mario Sunshine*, which has 10 times the graphical quality for the GameCube to deal with. Because of this, *Spyro* never really lifts itself above 'below average', which is a shame as there's nothing wrong with the actual game concepts. We can only hope that the sequel will improve and feel like a real GameCube game...

GARY

"EVERYTHING IS EXPLAINED TO YOU IN BITE-SIZED SNIPPETS OF INFORMATION"

CUBE VERDICT

SPYRO: ENTER THE DRAGONFLY

A PLEASANT GAME AIMED AT THE YOUNGER GENERATION.



VISUALS

The early PS2-style graphics and framerates are shockingly bad, even for kids.



AUDIO

Tunes with a cool vibe and an annoying American voice acting. Great stuff, though.



GAMEPLAY

Fun and varied challenges plus a huge world to explore.



LIFESPAN

With 100 dragonflies and plenty of tasks, this one will take a while to complete.



ORIGINALITY

It draws from all the other successful 3D platformers but does have some originality.

FINAL SCORE

5.6

A CHARMING AND DELIGHTFUL GAME LET DOWN BY A COMPLETE LACK OF EFFORT ON THE TECHNICAL SIDE OF THINGS. WHAT A SHAME.

CUBE

INFORMATION

TONY HAWK'S PRO SKATER 4

PUBLISHER: ACTIVISION

DEVELOPER: NEVERSOFT

PRICE: \$99

ORIGIN: US

PLAYERS: 1-2

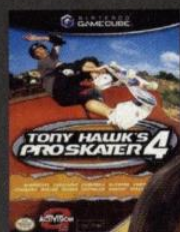
MEMORY: 5 BLOCKS

STATS

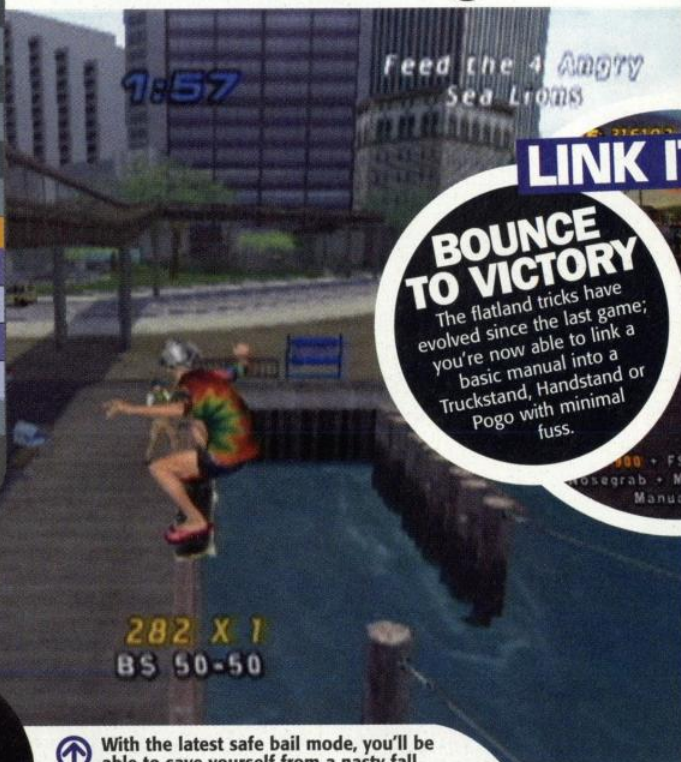
- 19 DIFFERENT SKATERS
- 9 MASSIVE LEVELS TO EXPLORE
- CREATE YOUR OWN PARK
- EXPANDED TRICK REPERTOIRE

TOTAL POINTS MOVIES PICTURES

OUT NOW TBA OUT NOW



Inline skating is SO three months ago...

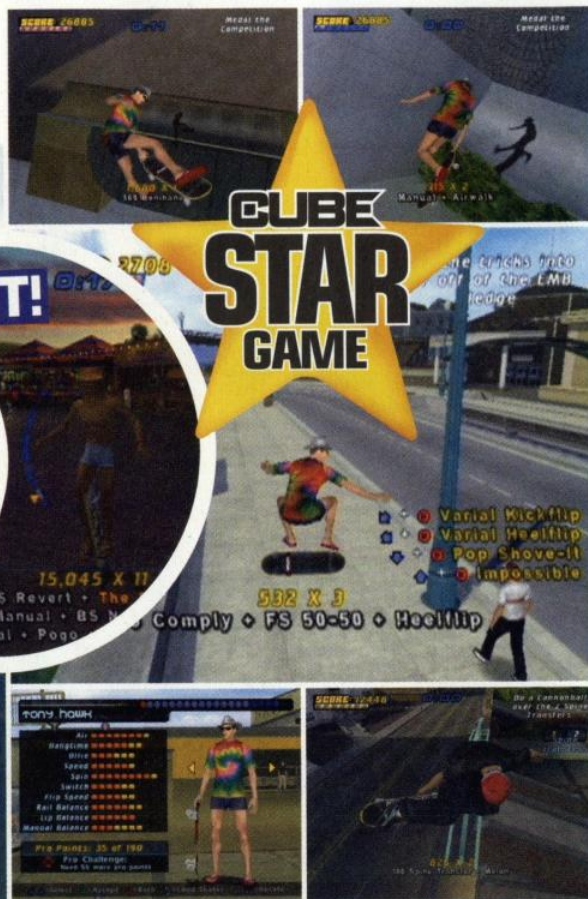


LINK IT!

**BOUNCE
TO VICTORY**

The flatland tricks have evolved since the last game; you're now able to link a basic manual into a Truckstand, Handstand or Pogo with minimal fuss.

**CUBE
STAR
GAME**



With the latest safe bail mode, you'll be able to save yourself from a nasty fall.

TONY HAWK'S

The king of skating returns, but can he kick-flip his way the top?

WHEN AGGRESSIVE

Inline first appeared on the scene, it quickly became apparent that Tony Hawk had been quite literally beaten at his own game. Z-Axis had taken all the elements that made *Tony Hawk's 3* such a joy to play, made a few adjustments and ended up with a superior (albeit marginally) title. As we all know, 'what goes around, comes around' and that's exactly the case here – Neversoft has put down the groundwork for a basic *Tony Hawk's* title and 'borrowed' ideas in return from the inline skating romp. Thankfully, rather than the cobbled-together mess we feared, the end result is something quite special...

For starters, the set two-minute runs are gone; you're free to explore the massive areas at your pleasure, including various onlookers who will set you tasks when you talk to them. Some of these are blasts from the past... collecting the letters of 'SKATE' and beating High, Pro and Sick scores will be familiar to anyone who played the previous games. There are many new types of goals to achieve too and this is where the innovations really come into play. Feeding angry sea-lions, skitching on elephants and saving birds from power cables are all in a day's

work for the modern pro skater, y'know! As with the Level design, the brilliant layout has been taken even further than we had hoped for. The areas are gigantic and the new trick linking abilities (revert, safe bail and spine transfer all assigned to a single button) mean that there are practically unlimited routes to take, to rack up ridiculous amounts of points.

In addition, the repetitive nature of *Tony Hawk's Pro Skater 3* has been eliminated. No longer will you have to score the same five goals on each level (there are 190 goals in total), most of which can be achieved by any character you choose. The only exceptions are the Pro Challenges; recreating actual events from your skater's life, these extra-tough goals are insightful and (as the name suggests) challenging. This still means that you'll have to master all of the characters, but it's a whole lot more open-ended than forcing you to finish the same game countless times. Don't expect the game to be any easier because of this... the only obvious rival to the insane challenge of some of the later goals is that posed by *Super Monkey Ball 2's* later levels.

To be fair, the gameplay improvements over *Tony Hawk's 3* are minimal, but the structure and the slight tweaks should be enough to prise forty notes out of anybody's hand. With its in-depth, lengthy Career mode and multiplayer, *Tony Hawk's 4* should find a home with any true gamer.

LUKE

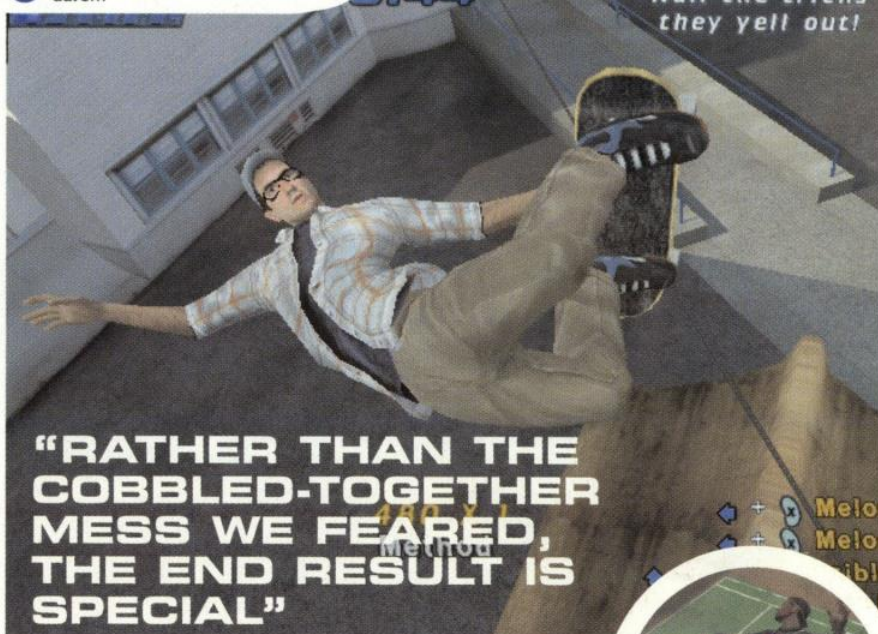
TRICKS IN THIS GAME



SHIMMY SHIMMY SHIMMY! The soundtrack is a somewhat different mix than the previous games; System Of A Down and Less Than Jake provide the two standout tracks.



Try to make a 360° if you dare...



CONTROLLER BLUES

IT'S CURVY, IT'S COMFORTABLE, BUT CAN IT SKATE?

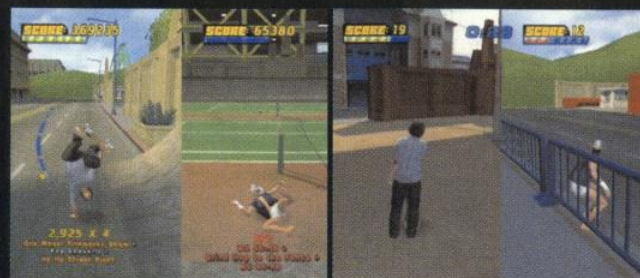
A major issue with *Tony Hawk's 3* was the GameCube's controller... with many people having learned and enjoyed the game on the PlayStation controller, the transition was tricky. The controls weren't (and aren't... the same system remains) all that bad though – the tiny D-Pad doesn't make matters any easier but if you haven't experienced the game with any other pad, you probably won't even notice it. *Tony Hawk's* games are much easier to play using digital rather than analogue controls, so the lovely Control Stick isn't really used at all. It's just a shame that Neversoft chose to directly port the button layout across from the PlayStation version; with a little effort the controls could have been tweaked to perfection.

PRO SKATER 4

TWO'S COMPANY

ADD ANOTHER PLAYER AND BRING TO THE BOIL...

Tony Hawk's 3 had a great multiplayer mode, but this fourth game takes it one step further. As well as retaining the best modes from before (Horse and Graffiti will never get old), Neversoft has added two new play modes; Combo Mambo and Score Challenge. The former gives you a two-minute time limit to bust out a bigger combo than your opponent, while Score Challenge is won by the first player to reach a set number of points. These new features add even more longevity to the already brilliant multiplayer aspect... admittedly, it can get a little unfair when an accomplished player takes on a complete novice but this is the way this kind of game needs to be. Skill plays even more of a role in this skating outing than ever before so you'd better start practising!



CUBE VERDICT

TONY HAWK'S PRO SKATER 4

THE GENRE-DEFINING EXTREME SPORTS GAME.



VISUALS

Larger, prettier environments and great skater models make it pleasant for the eyes.



AUDIO

A typically good soundtrack. This takes a slightly different slant to before but works just as well.



GAMEPLAY

Refined and improved, *Tony Hawk's 4* has the best gameplay the genre has to offer.



LIFESPAN

Loads of goals and cash to collect, nine huge levels, practically endless trick lines... need more?



ORIGINALITY

As the fourth game in the series with a few new features, it's far from groundbreaking.

ALTERNATIVE

Up until now, the finest extreme sports game on GameCube. Innovative and a kick in the arse for *Tony Hawk's Pro Skater 3*.

AGGRESSIVE INLINE

Format: GameCube Reviewed: Issue 2 TGN Rating: 9.1

2ND OPINION

TRICKSTER! "It looks like the competition from *Aggressive Inline* really fired up Neversoft. *Tony Hawk's Pro Skater 4* is the best extreme sports title out there."

CHANDRA

FINAL SCORE

9.2

WITHOUT A DOUBT, THE FINEST EXTREME SPORTS GAME EVER CRAFTED. MISS IT AND MISS OUT.

INFORMATION

TY THE TASMANIAN TIGER

PUBLISHER: EA

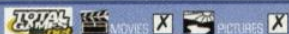
DEVELOPER: KROME STUDIOS

PRICE: \$99

ORIGIN: AUSTRALIA

PLAYERS: 1

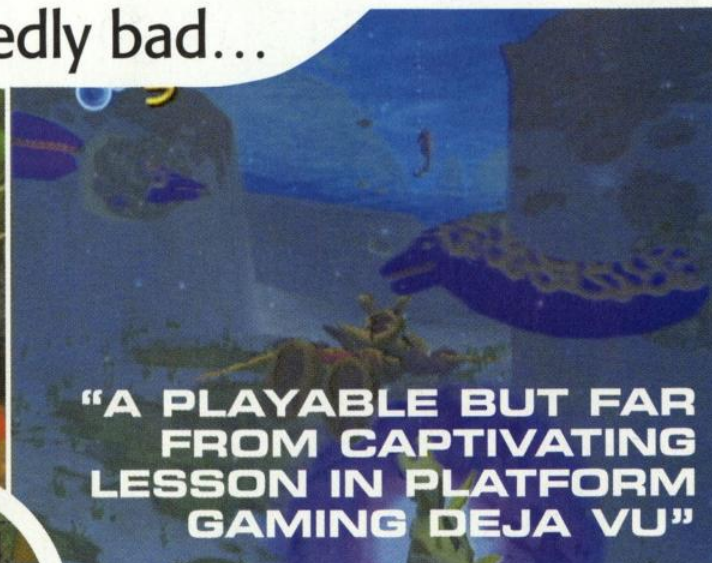
MEMORY: 1 BLOCK



OUT NOW TBA OUT NOW



Tails of the unexpectedly bad...



"A PLAYABLE BUT FAR FROM CAPTIVATING LESSON IN PLATFORM GAMING DEJA VU"



TY



THE TASMANIAN TIGER

Tame tabby or tearaway tiger?

DESPITE ITS position as the world's largest publisher, EA is yet to have its own recognisable, merchandise-friendly, sequel-spawning mascot.

Ty sets out to change all this and begins with a high quality cartoon storyline and an obligatory explanation of moves. However, from here on in, Ty reveals itself as a playable but far from captivating lesson in platform gaming déjà vu.

Playing Ty is essentially a quest to collect five talismans and save tiger-kind. What this means is that in each themed world you'll perform tasks for Thunder Eggs (think 'Shines'), collect bonus Opals (coins) and hunt out Golden Cogs to improve your boomerang. Your boomerang is in fact one of the few vaguely novel ideas this game offers. By pressing

B you can throw boomerangs at enemies or use them to solve puzzles. Your 'rangs,' as they're called, can also be upgraded with scope, ice or fire qualities.

Yep, we really have seen it all before; press jump twice in the air and you'll float, collectables open up new areas... there are even water slides, rolling boulders, springy platforms and items hidden in waterfalls etc, etc, etc. Name almost any gaming cliché and Ty is making you yawn by using it.

Admittedly, this game is aimed at eight to twelve-year olds, but the last time we checked (and despite the state of the charts), simply being a kid didn't mean you'd lap up an bog-standard, generic platform game. Perhaps someone should tell EA...

BYRON



VERDICT

TY THE TASMANIAN TIGER

ANYONE WILL HAVE SEEN THIS DONE BETTER ELSEWHERE.



VISUALS

Bright, bold and reasonably well animated. Overall though, decidedly average.



AUDIO

Typically Aussie-lite didgeridoos accompanied by suitably antipode voice-overs.



GAMEPLAY

An un-taxing and familiar amble requiring only moderate skills to complete.



LIFESPAN

It's not that large, nor difficult to complete and you won't feel the need to see everything.



ORIGINALITY

As a definition of un-originality, Ty comes disappointingly close.

FINAL SCORE

4.8

LIKE THE EXTINCT SPECIES ON WHICH IT'S BASED, SALES OF TY SHOULD BE SIMILARLY SCARCE.

Ubi Soft goes for pole position!

PRO RALLY

INFORMATION

PRO RALLY

PUBLISHER: UBI SOFT

DEVELOPER: IN-HOUSE

PRICE: \$99

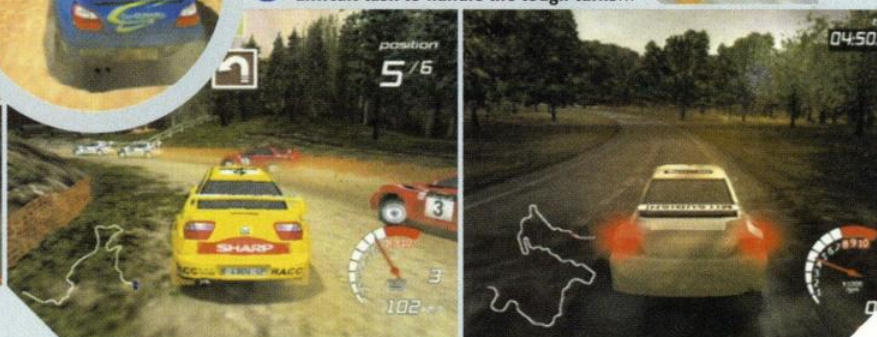
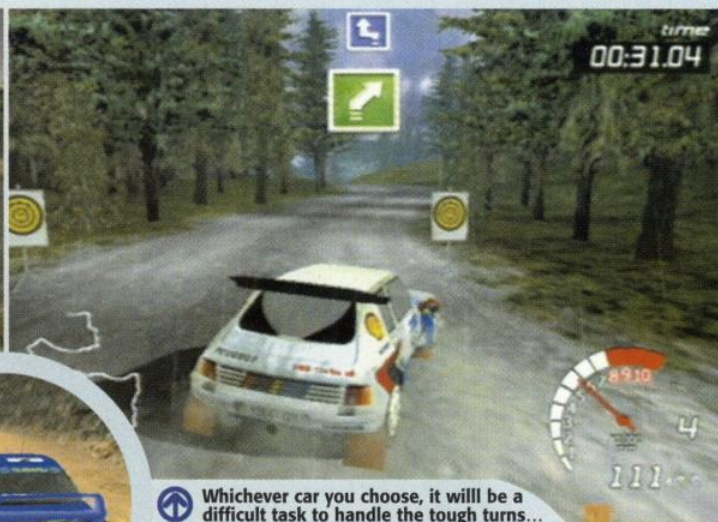
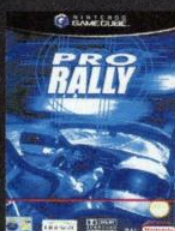
ORIGIN: FRANCE

PLAYERS: 1-2

MEMORY: 3 BLOCKS

MOVIES X PICTURES ✓

OUT NOW TBA 04 '02



Don't drink and drive this Christmas – stay at home with your GameCube!

THE GAMECUBE

is notably absent of one genre in particular – Rally racers. Ubi Soft hopes that *Pro Rally* should change all this. Grab a souped-up saloon and throw it around a muddy course, either against the clock or with six other cars at the same time. There are stacks of cars to select, from the Peugeot 206 to the classic Audi Quattro, but these are unlocked gradually as you progress through the stages. The courses that you drive through cover a wide range of countries, with times of the day and weather varying accordingly. These tracks are all well designed, with lots of hairpin turns, bumps and jumps and you will find yourself off the track as often as you are on – that is, until you get to grips with the very

loose handling. This sounds like a list being ticked off item by item and there's a reason for that. While everything you'd expect is in there, *Pro Rally* holds very few surprises. The developers created this using a mathematical formula it seems. The only thing that really jumps out and grabs you is the music – it sounds like something Rove should be introducing once a year. Whether that's a bad thing is up to you...

While any petrol-heads who are starved of a racer would do well to get this (as it's not a bad game by any means), everyone else would be wise to sit on their hands and wait until something a bit more special comes along. *Colin McRae 3* will be here in March...

GARY

"GRAN TURISMO 3 LOOKED TEN TIMES BETTER TWO YEARS AGO..."

VERDICT

PRO RALLY

A RACER THAT NEVER WEARS FROM THE MIDDLE OF THE ROAD.



VISUALS

Nothing really grabs you. *Gran Turismo 3* looked ten times better over a year ago.



AUDIO

Whiney engine noises with 'euro-pop' music grate on your mind. Hardly rallying material.



GAMEPLAY

Reasonable manoeuvres with a satisfying track design. More arcadey than anything else.



LIFESPAN

Lots of gameplay options and multiplayer modes. A little bit too lightweight though.



ORIGINALITY

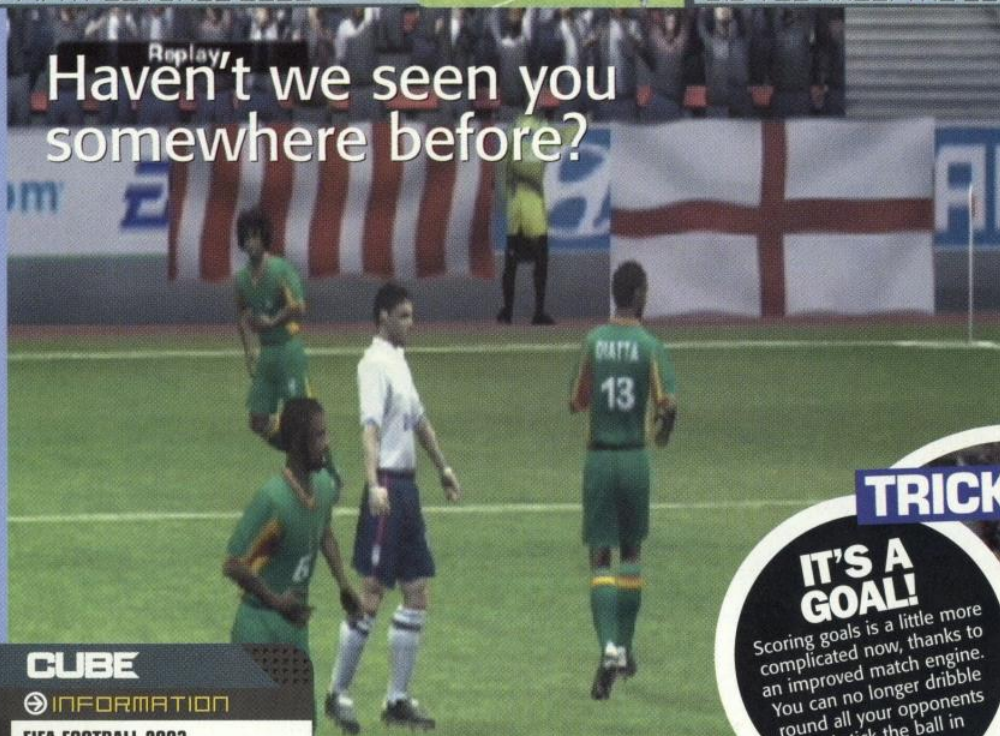
Sorry, no points here. It's a racing game by the book.

FINAL SCORE

5.9

AN UNREMARKABLE RACER
WITH FEW POINTS OF
PARTICULAR INTEREST.

Replay/
Haven't we seen you
somewhere before?



TRICKY

IT'S A
GOAL!

Scoring goals is a little more complicated now, thanks to an improved match engine. You can no longer dribble round all your opponents and stick the ball in the net.

Oh come on! That was offside, are you blind or what? *!^+*oBo*â!

CUBE

INFORMATION

FIFA FOOTBALL 2003

PUBLISHER: EA

DEVELOPER: EA CANADA

PRICE: \$99

ORIGIN: CANADA

PLAYERS: 1-4

MEMORY: 29 BLOCKS

STATS

OVER 10,000 REAL PLAYERS

REWORKED GAME ENGINE

COMMENTARY FROM MCCOIST

OFFICIAL FIFA LICENSE

TOTAL MOVIES PICTURES

OUT NOW TBA TBA



FIFA FOOTBA

The long-running football series returns to defend its crown

WHILE THERE

can be no doubt that EA's FIFA series is one of the all-time games, it's been a cash cow most of the time, mercilessly milked for profits from the minimum input possible. Surely we weren't about to see such an ugly situation repeated on the Gamecube?

Well, thankfully the answer is no. Far from being a formulaic update (you know the score; a few changed player stats and a new stadium or two), this is actually a full reworking of what was very accomplished code in the first place. While it may look

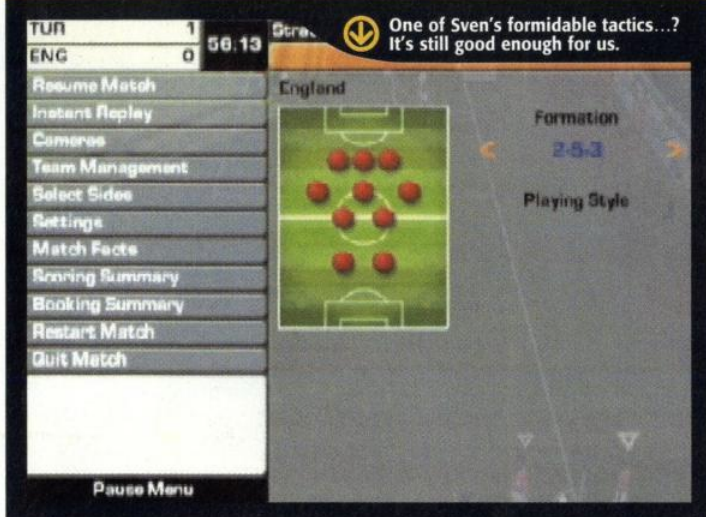
pretty – much like any recent FIFA title on the next-gen consoles – it boasts a reworked match engine and improved player AI. This means that it is much harder to dribble the length of the pitch and score (which has always been FIFA's Achilles heel) amongst other things. Leading 1-0 in a big game with a few minutes left? The intelligent opponents will probably bring on a striker for a defender and throw everything into a series of furious attacks. Nice touch.

However, this doesn't mean

TIME TO TALK TACTICS

THEY'RE WHAT BECKHAM USES TO FRESHEN HIS BREATH...

If there's one area that *FIFA 2003* falls down on slightly, it's in the more limited tactical options now available to the player. While the usual vast array of line-ups is all present and correct, the ability to dictate an overall mentality for your team is sadly no more. Thus, you can't ensure that your players are set to counter-attack quickly or use the wings whenever possible. Equally frustrating is the fact that you can't create your own custom formations any more but are instead stuck with the basic line-ups already included within the options. Would-be Alex Fergusons will have to get their kicks elsewhere...



"LES MURRAY AND HIS SBS PALS COULD LEARN A GREAT DEAL FROM THIS FOOTIE GAME"

LL 2003

that the new game engine is perfect, and there are a number of disappointing flaws that will hopefully be rectified for next time. To start with, the new freekick system is too easy to score from and any free kick near the opposition goal ought to result in a goal for your team, which sounds great, but soon gets boring. Shooting is also a most peculiar affair and bears little resemblance to what you'll see the world's top stars achieving on television. Everyone seems completely incapable of hitting the ball and plenty of shots will dribble harmlessly into the goalkeepers arms instead of breaking the back of the net. Even the goals that are scored,

will usually see the ball trickling rather than zooming over the line. The *FIFA* goalkeepers also retain the air of the fat kid that everyone puts in goal because of his total physical ineptitude, and there will be many occasions when you have no option but to unleash a string of obscenities at your custodian as he lets another pea-roller into the net.

Despite all this, *FIFA Football 2003* is a definite improvement on last year's version, and as all all-round package it presents the best football game on the GameCube. The fantastic presentation and official license will always go some way to washing away our smaller grips with the game.

MIKE



IT'S THE REAL DEAL

IT'S JUST LIKE WATCHING TV

If there's one thing that EA simply has to be commended on, it's the dedication to making the *FIFA* games as realistic as possible. Having the official license helps a great deal here – with Ryan Giggs on the wing for Manchester United it's somehow infinitely more pleasing than controlling Bryan Riggs of Manchester, for example.

The TV presentation is something Les Murray and his SBS pals could learn a great deal from and the hype builds nicely as the match draws closer. Of course, once proceedings are underway, the action is described by John Motson and Ally McCoist, which further heightens the feeling of authenticity. Although the commentary is not perfect, it's definitely one of the better efforts to have echoed round the **CUBE** offices and a vast improvement over the cringingly bad 2002 version.



CUBE VERDICT

FIFA FOOTBALL 2003

THE MOST FAITHFUL RECREATION OF FOOTBALL.



VISUALS

Although it looks wonderful, the camera angles can be a bit frustrating as none of them are accurate.



AUDIO

Motty, Coisty and the crowd sound spot on. The music grates a bit though.



GAMEPLAY

Faster and more fluid than previous versions, but still containing some of the same annoying flaws.



LIFESPAN

Plenty of teams and competitions to aim for with lots of replay value.



ORIGINALITY

It might be the latest in a long line, but at least the game engine has been reworked.

ALTERNATIVE

No, we're not mad. There are enough differences between the two versions to make this a viable alternative.

FIFA 2002

Format: GameCube

Reviewed: Issue 1

TGN Rating: 7.2



2ND OPINION

GOOAAAL! "This year's attempt rectifies most of the problems apparent in *FIFA 2002*. There are some problems, but overall it's a great game."

CHANDRA

FINAL SCORE

8.5

IT'S GREAT TO SEE FIFA BACK ON NINTENDO AND THIS VERSION SITS PROUDLY ON TOP OF THE LEAGUE.



Land of the giants

ROBOTECH: BATTLECRY

CUBE

INFORMATION

ROBOTECH: BATTLECRY

PUBLISHER: TDK MEDIACTIVE

DEVELOPER: VICIOUS CYCLES

PRICE: \$99

ORIGIN: US

PLAYERS: 1-2

MEMORY: 1 BLOCK

STATS

■ THREE TRANSFORMATIONS

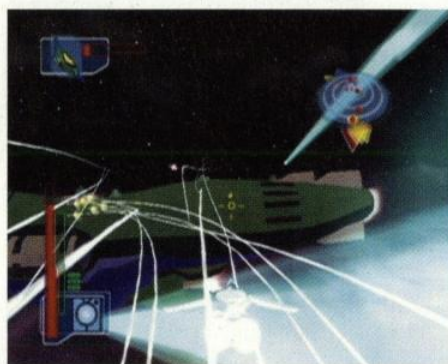
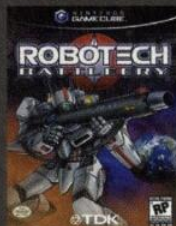
■ COOL SNIPER MODE

■ MISSION-BASED STRUCTURE

■ OFFICIAL ROBOTECH LICENSE

TOTAL
MOVIES
PICTURES

01 '03 TBA OUT NOW



Terminator better watch out; these killing machines aren't messing.

Forget that 'robots in disguise' malarkey... here are the real transformers!

LET'S SEE

now; you have to run around in a 40-foot robot, destroying everything you see... with a premise like this, how can you refuse? Those who know nothing about the *Robotech* series or any of the spin-offs need not worry – there is a long introduction. The title screen will tell you everything that you need to know. Although the training and the first few missions are fairly sedate, you'll soon be blasting away rockets and enemies with the greatest of ease. The game toughens up though as you become more familiar with your mech and its various forms. These types of games have been done many times before and on first impressions it seems that *Robotech* does nothing special to separate it from the million other shooting clones out there. However, the sheer scale of the adventure and the constant action is overwhelming at times, and you'll feel the bottom of your jaw scrape the floor on more than one occasion. One such example is when your mission briefing reports of five million ships in orbit above the earth – it honestly seems like this is the case as you fight it out above the atmosphere. The cel-

shaded graphics add a lot to the game's atmosphere and suit it perfectly considering that the game is based on an animated series. Fans of the series will be in heaven when they catch even a glimpse of the action.

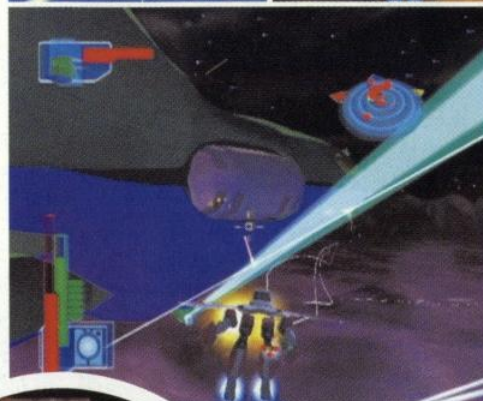
Robotech does have its problems though. As with all games in this genre, repetition will rear its ugly head on occasions. The fact that you can use any transformation also leads to a number of graphical glitches, especially if you use your Veritech in confined areas; collision detection problems can often leave you hovering halfway through a building. These faults aside, *Robotech* pulls through as a great slice of gaming action and any GameCube owner after a bit of madcap blasting action could do a lot worse than indulging themselves in this for a while. *Robotech: Battlecry* is a slick shooter worthy of any mech fan's attention. It's not original in the slightest and we've seen stuff like this a thousand times before, but the presentation, story and epic grandeur bring the non-stop action together so well that it's difficult not to be impressed.

GARY

DEMOLITION MAN: Sometimes you'll be able to sneak around buildings but don't become too reliant on them as a few volleys will see them completely levelled!



⬆ The action gets intense. You'll soon be surrounded by five million ships hanging above your head...good luck!



TRANSFORMER MAN

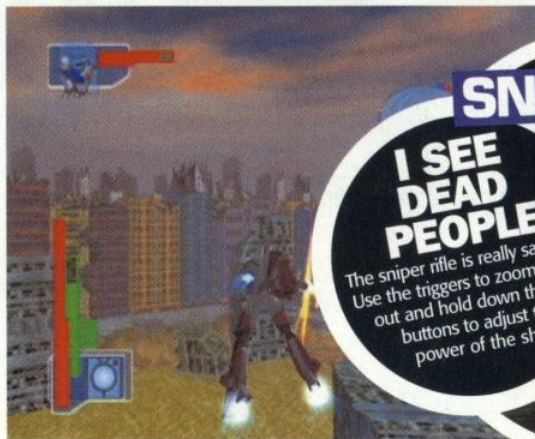
WHY TAKE THREE MECHS INTO THE SHOWER?

In keeping with the TV series the mech that you control has the ability to change into three different forms. You have the aerial Veritech, bi-ped Battloid and Guardian, which is an in-between model. The Veritech is extremely fast, manoeuvrable and has a devastating array of weapons, however, it's almost impossible to use unless you're flying at high altitudes. The Battloid is best for patrolling areas; it can hover as well as walk and comes equipped with a sniper rifle... essential if you are providing backup to an assault. The Guardian is best for all-out attacking over ground, or to use defensively. It's very fast and smooth, and comes with the same missiles that the Veritech uses. It can also pick things up such as crates or people. The best thing about the transformation ability is that you are not limited to a certain mode per mission – you can swap around at any time by using the D-Pad.

SNIPER MODE

I SEE DEAD PEOPLE

The sniper rifle is really satisfying. Use the triggers to zoom in and out and hold down the fire buttons to adjust the power of the shot.



"FANS OF THE SERIES WILL BE IN HEAVEN WHEN THEY CATCH A GLIMPSE OF THIS"

ROBOT SCHOOL

YOU MUST COMPLETE YOUR TRAINING!

Before jumping into your battle suit and firing off a few rounds, it's a good idea to enter the Training Park and get used to the controls. It's all very easy – no matter what form you are in, the shoulder buttons act as a strafe with the A button as the boost. In some forms you need to boost to move forwards while controlling your altitude with the control stick, and in others the boost serves to move you along faster. The B button is used to target enemies, X and Y are your secondary and primary weapon controls. Z is used for the special attack, be it a sniper rifle, chaff release or picking things up. The Training mode will test out these abilities to the max, asking you to jump across platforms and move boxes around among other things. Even after completing this though you can be assured that you'll have a lot more to learn in the coming missions. You can be sure that there will be plenty for you to deal with.

CUBE VERDICT

ROBOTECH: BATTLECRY

⬆ A THRILLING, ACTION-PACKED SPACE OPERA!



VISUALS

Visuals ache with style, but things can seem a little barren on some stages. Slowdown is minimal.



AUDIO

Cheesy anime music and sound effects galore – the voice acting is fantastic!



GAMEPLAY

Gameplay can get repetitive and it's very basic, but it's certainly a lot of fun.



LIFESPAN

The single-player missions can be tackled in a few days, but the two-player mode adds a lot.



ORIGINALITY

These kinds of games are a dime a dozen on other platforms, but this is new stuff for the GameCube.

ALTERNATIVE

The only thing close to this game on the GameCube. Infuriatingly average with no ties to the film whatsoever. Oh well.

TOP GUN: COMBAT ZONES

Format: GameCube Reviewed: Issue 2 TGN Rating: 69%

2ND OPINION

CHARGE! "A faithful recreation of the cult series and a great little shooter, marred only by a small amount of repetition and some minor glitching problems."

CHANDRA

FINAL SCORE

8.0

A NEVER-ENDING BARRAGE OF ACTION AND A COMPLETE BLAST TO PLAY. MARVELLOUS!

The easiest way to master your PC

 **AUSTRALIAN** **NO.21** The **EASY** way to learn about Windows

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 PARAGON PUBLISHING

NEW ISSUE - ON SALE NOW

CUBE

ISSUE FOUR



Take part in the world's
biggest GameCube magazine!

YOUR LETTERS

VIEWPOINT

82 This is the place to air your views. Whatever you want to share with us, be it about the mag, your grievances over Rare or something completely different...



FORUM FRENZY

84 Look at the size of that thing! We pick some of the highlights to be found on the CUBE Forum.

READER REVIEWS

85 You write a mere 130-word review and we send you a Joytech Memory Card. How difficult can it be?

CHEATING MONKEYS

86 Most games pose the odd challenge and this is where our trained chimps come in. They love nothing more than to solve your gaming woes. Take it away chimpsters!



In our BRILLIANT NEW 16 page Advance Section. CUBE brings you the best GBA reviews on the planet

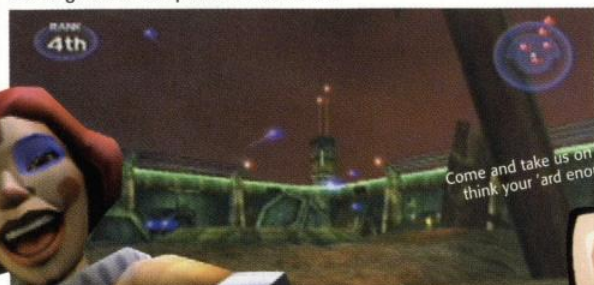
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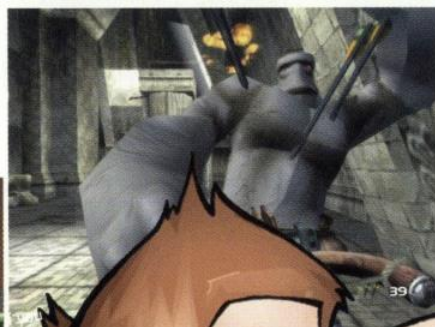
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TIMESPLITTERS 2

88 You've had the Challenges mode guide and you've had the Story mode guide; now here's the League mode guide to complete the collection!



SUBS
Want to save money? Then you'd better check this page!
114



CUBE

ISSUE FOUR

VIEWPOINT

COME MY PRETTIES, SHARE YOUR THOUGHTS AND FEELINGS ABOUT YOUR FAVOURITE CONSOLE...

This month we have been talking reviews, answering questions on Rare, explaining delays, and chuckling at the misfortune of a broken TV.

GET IN TOUCH!

Come on then, join in the fun! There are loads of ways to get in touch with us so there's absolutely no reason not to.

EMAIL

Drop your question in to us via email at paragonpublishing@bigpond.com.au.

LETTER

CUBE Magazine, Paragon Publishing, Level 5, 162 Goulburn Street, Darlinghurst, NSW 2010

FAX

Or you can send your letter to us by fax on 02 9265 7650.

RANT ON!

SPLITTING (FOX) HAIRS

⊕ My brother started work recently in a local games shop. He brought home a copy of **CUBE** for me (which I don't normally buy for myself - sorry). I was really impressed to say the least. The layout is fantastic and your features on games are second to none. I have been waiting for *StarFox Adventures* for so long now, but after reading reviews on the internet and other magazines I felt somewhat disheartened and chose to wait a while before purchasing it. However, after reading your review on *StarFox Adventures* it restored my faith in the game so much that I ordered a copy from the 'States, and I feel that it is one of my best ever games. Thank you so much for restoring my faith and also well done on the magazines.

JORDAN LEE, VIA EMAIL.

⊕ **CUBE:** Have you ever seen five men blush? Looking good, Chandra! It's certainly true that a lot of magazines and web sites out there have seen it as their duty to slate Rare's latest effort - sour grapes because of Microsoft's



⊕ "So why is it that **CUBE** is the only GC mag that seems to like my game?"

recent acquisition, perhaps? Whatever the reason, the collective bods at **CUBE** can't help being impressed by the game. The moral of this story? A review is entirely subjective, so why not try the game for yourselves before deciding on how good/bad it is? Anyway, we're glad you liked it as much as we did.

BLOODY GOOD LETTER!

⊕ Hi there **CUBE**, I am a 14-year old 'Nintendophile' and I think that Miyamoto has done a



⊕ Aww, just look into those big, brown eyes. You've got to love him.

bloody good job. After my mum purchased me a GameCube I was over the moon. It was a bundle so I got a 4MB Memory Card and *Resident Evil*. While reading your finely constructed magazine (issue 2) I came across one beautiful review of *Resident Evil*. I decided that this was the game I wanted. I'm not saying there is anything wrong with the other games, I'm just saying that *Resident Evil* is a kick-ass game, and with a 9.5 score, 'nuff said. So there I was, as excited as Gary Glitter in a nursery (erm... Ed), when my arse of a TV broke down which is a real b***er as my mum won't let me play on the main TV in the living room. I'm hoping to get a new one at Christmas. Great work on the mag. I love it. Top quality.
PAUL, SYDNEY.

⊕ **CUBE:** For some reason this got us all laughing at the office, so we had to print it. Great letter, Paul from Sydney.

DELAYED!

⊕ I've been reading your mag for a while now and it really is a great read. Lately though I've been in various videogame shops and noticed that even though certain games are coming out on all three of the main consoles (GameCube, PS2 & Xbox),

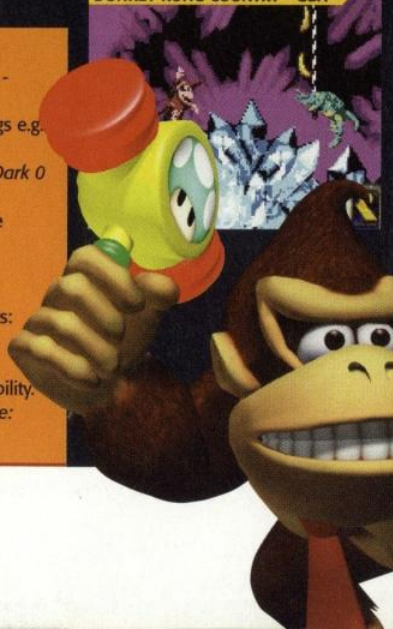
A LICENCE TO FILL?

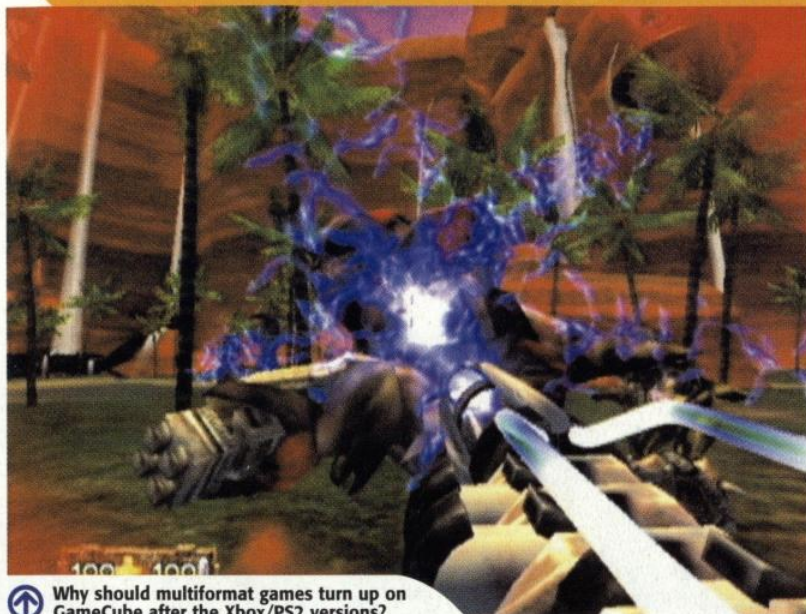
- ⊕ Dear **CUBE**,
- 1) Who owns the license to *Donkey Kong* - Nintendo or Rare?
 - 2) Who owns the license to the rest of the Kongs e.g. Diddy Kong, Cranky Kong, Dixie Kong?
 - 3) Is there even a slight possibility that *Perfect Dark 0* will come out on the GameCube?
 - 4) Are Rare still developing games for the Game Boy Advance?

JOE GARD, PERTH

- ⊕ **CUBE:** Okay Joe, here are your answers:
- 1) Nintendo
 - 2) Nintendo
 - 3) Unfortunately, there's not even a slight possibility.
 - 4) Yes. You can still expect to play *Banjo Kazooie: Gruntilda's Revenge* and *Sabre Wulf*.

DONKEY KONG COUNTRY - GBA





⤴ Why should multiformat games turn up on GameCube after the Xbox/PS2 versions?

they are being released on PS2 and X-Box before GameCube. Examples of these are *Burnout 2*, *Colin McRae 3* and most importantly, *TimeSplitters 2*. I am confused and just wanted to know why they brought them out on the other two consoles first while GameCube owners have to wait?

ROSS BAKER, COFFS HARBOUR

⤴ Recently all the multi-platform releases have had the Xbox and the PS2 releases out on the same day with the GameCube out a week or two weeks later. I don't understand why this is happening, but it makes you feel like you have a second-rate console that nobody cares about.

I had to wait a week longer than my Xbox and PS2-owning friends for *TimeSplitters 2*, and the same thing happened with *Turok: Evolution* (not that I bought it anyway).

Can you please explain why this is happening, cause I'm getting sick of having a console that's not being treated as it should by developers.

JAY TREANOR, CAIRNS

⤴ **CUBE:** Essentially there are two reasons. The GameCube proprietary discs can only be manufactured in a limited number of factories around the globe – this delayed the launch of *TimeSplitters 2* because Eidos had to join the cue of publishers looking to get their GC discs pressed. The second reason, accounting for delays between platforms is the fact that some games are initially developed for a specific console. For example, *Colin McRae 3* was initially created for the PS2 and it's only recently that it has been announced for the GC, hence the conversion process has similarly begun of late – meaning we won't see it until next year. In the case of *Turok: Evolution* it was because Acclaim obviously realised how bad the game was and spent weeks deciding about whether to release it.

PRICE WARS

⤴ With Christmas only weeks away, Nintendo really should think about the GameCube's position price-wise. A games console for the 'kids' is one thing, but one that plays games for the kids and those lovely DVDs for the adults, for the additional price of a game might just be too hard to resist! Regards
MARK EXTON, VIA E MAIL

⤴ **CUBE:** That's a very true point. There have recently been adverts in national newspapers (no doubt aimed at parents) declaring the GameCube the cheapest console, but (as in this month's news story 'The Price is Right?') relative to the packages being put together for PS2 and Xbox, the

⤴ Perhaps games like *TS2* should be bundled with the hardware.



GameCube may not seem such a bargain in comparison. Here at **CUBE** we feel that Nintendo really needs to do something to shift some consoles this Xmas or it may be in the unenviable position of playing catch-up in 2003. As a consequence of the good, but not quite essential Christmas line-up of games, it seems that pricing is an issue Nintendo must seriously address in order to avoid getting left behind.

SOUND ADVICE

⤴ I would very much like to get into composing music for computer games. I have just obtained a HND in Music Production where I did an audio-visual module that I thoroughly enjoyed.

Who should I get in contact with? Do I send stuff to the publishers (Nintendo, Capcom, Acclaim) or should I be targeting the development houses?

GARETH THOMAS, VIA EMAIL

⤴ **CUBE:** You could begin by taking a look at www.ardvarkswift.com and www.opmj.com; both are videogame recruitment agencies. It's also worth having a look in *EDGE* or videogame trade magazine *MCV*. Best of luck to you.



⤴ WEN R SUM DECENT REGS COMING OUT (NOT LOST KINGDOMS 2 DA FIRST ONE SUCKED)

CUBE: Keep an eye out for *Sides of Arcadia Legends*, *Final Fantasy* from Square and *Tales of Phantasia* from Namco later next year!

⤴ SINCE RIDING LAST ISH, ON ONLY THINK OF ARSES WITH FIVERS. WANT MONKEY IN COMPENSATION OR WILL CAPTURE EDITOR. U HAVE BIN WARNED!
CUBE: You won't be able to capture Simon. He's too busy playing with that monkey you so desperately want to get hold of.

⤴ AHHH! THE DRUNKEN MONKEY IS THROWING COCONUTS AT ME. HELP!
CUBE: Try shaking the coconut tree that the monkey is perched in, sir!

⤴ BABA BA BABA BA LA LA SHUPUDY BOP WUH LALA SPAN! NA. I HAVE IVE BRIGHTENED UP UR SPD LIL LIVES :)

CUBE: It's a worry that you actually took the time out to say that. Only kidding. We're getting our groove on.

⤴ WHAT'S ALL THIS RUBBISH ABOUT GAMES BEING TOO EXPENSIVE? I JUST GOT ETERNAL DARKNESS FOR \$80

CUBE: Are you sure you're not David 'The Duke' Dickinson?

⤴ WHAT DOES IT MEAN WHEN IT SAYS Q2 '03 UNDER A GAMES AUSSIE RELEASE DATE? – FROM TT

CUBE: It means 'the second quarter of the year 2003'

⤴ IS THIS WHERE THE LITTLE GREEN MAN LIVES?

No, you want to try 'Young Eddie's' house. She's been digging up a UFO these past few days.

⤴ YOUR FASCIA IS INSPIRED! THE LOGO IS OBVIOUSLY MEANT TO BE REPLACEABLE, IT'S A SURPRISE NO-ONE ELSE HAS CONTINUED ON.BIN BYRON, IT'S TOM NOOK, NOT CROOK :p

CUBE: Disturbingly, Byron is currently beating his fist against the table and howling like a constipated Chewbacca because of the error!

⤴ CHEESE EATING MONKEYS R COOL

CUBE: They aren't a patch on pickled-egg popping hippo's though, lets face it.

HELP US!

My friend told me that Shigsy Myoto is working for Microsoft now because he doesn't like yellow...

BARON GREENBACK, VIA EMAIL

CUBE:

Yup, that's right...

CUBE

ISSUE FOUR

FORUM FRENZY



What you lot have been saying on the **CUBE** forum, located at www.totalgames.net/forum/

Since it was revamped back in January, the forum has proven to be a popular place. Many of you have taken the opportunity to talk to us, exchange advice and share views. This is just a small sample of the fun to be had on the **CUBE** forum.

TOPIC: WHAT'S THE WORST THING YOU'VE DONE WHEN PLAYING VIDEO GAMES?

Author : Kimeemik

When I kept on failing at the Manta Storm episode on SMS I chucked my TV on the floor! Fortunately it DIDN'T break! Post your stories!

Author: I'm funky

my brother was playing pokemon (stupid game) against some hard boss - he lost right at the end and he smashed his gameboy against his head and smashed the crystal screen....he got a very sore head and a big bruise

Author: Lee S

When I was playing Pokemon Pinball on the gameboy, I lost to Mewtwo, which really pi**ed me off.

I wanted to smash it on the floor, but decided to bite the cartridge.

To my stupidity I bit through the cartridge and gave myself a shock that would result in me losing my voice and having to eat soup for five days!

CUBE: Blimey. Can anybody beat these moments of madness?

Byron once had a punch-up with a friend after several bouts of *StreetFighter II*, he says. How tame.

TOPIC: I LOVE YOU GARY!

Author: Lt_Eggman5
Just to let you know!

Author : cubist02

yay! Gary finally gets the recognition he deserves! good to know that someone took time to show their love for him. and once again, yay!

Author : Duran
The GARY@CUBE FANCLUB: DURAN.
LT_EGGMAN5
CUBIST02
anymore...??

we demand we get mentioned in the magazine as Gary's fan club NOW ...or next issue really.

CUBE: We'd ask Gary how he feels but he's too busy prancing around in a crown and gown. Anybody else want to join the club?

TOPIC: CAN ZELDA SAVE THE GAMECUBE?

Author: Duran
I doubt Zelda will sell it. Mario Mario Mario he will save us !!!
That's what we all said....the week

after we were beaten by xbox.

Our gaming icons don't seem to sell to the casual gamers no matter how good they are.

And yeah graphics do matter to the casual fans so sadly our slightly more cartoony but adult in gameplay of thinking games don't sell that well.

Author: jiggy

I think zelda will be a big hit it may not sell the consoles but all gamecube owners with any sense will own this game. i think metroid mario kart and donkey kong will sell the console.

Author: bmxgamer

If Mario hasn't yet helped the sales pick up then i doubt zelda will.

Anyway who cares about the sales just yet, i say we should enjoy our little bundle of joy!

CUBE: Never a truer word spoken, bmxgamer! Although sales are important we think that some of you worry just a little too much about charts and figures! As long as Nintendo's making money we'll continue to get great games. Believe us, Nintendo's making a fair whack at the moment, significantly more than Sony in fact. The truth is that GameCube is selling like mad, so chill.



WHERE IT'S AT!

To find out what all the fuss is about, why don't you check out the forum yourself - if you haven't already. Joining in the fun couldn't be simpler!

STEP ONE:

Get yourself online. It's fairly simple - most PCs and Macs these days are Internet capable, whether they are at school, college or in the library. Tempted to surf the Web at work? Check carefully what your company's Internet policy is first - it might be a better idea to go to an Internet cafe! If you're very lucky, you might be one of those people who have a computer at home.

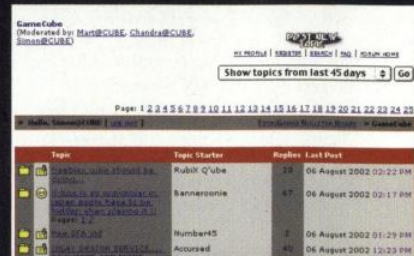
STEP TWO:

Type the following into the Net Browser window: www.totalgames.net/forum/. This will give you read-only access to the forum. To get in on the fun, you'll have to register - you can do that by clicking on the originally titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).



STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple, heck, even all of the **CUBE** team managed to register first time and if you're lucky, you'll get a chance to speak to them there!



HONOURABLE MENTIONS

(or those people who have made all us **CUBE** lot happier bunnies)

Xbox man for giving us all a quick spelling and grammar lesson, Stevey aka 'The Friend' for always offering a reasonable opinion when others start getting a bit nasty... and Mario for posting level designs that a few developers might like to take note of. If we had more space here then you'd all get a mention though!

READER REVIEWS

Okay, so here's the deal – you send us a 130-word review and if we print it all your mates will worship you. As ever you can send your reviews to us on the Forum, via email or even through the post – it

THE NINETY PERCENTERS...

RESIDENT EVIL

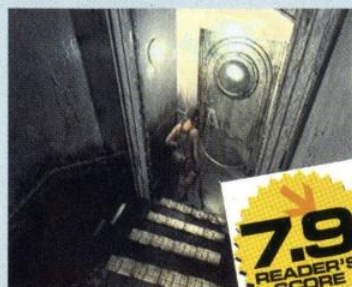


PUBLISHER: CAPCOM
DEVELOPER: IN-HOUSE
ISSUE REVIEWED: 10
CUBE RATING: 9.3

THIS UPDATED VERSION of *Resident Evil* – perhaps the first of the top titles to quench our thirst after the summer drought – can be compared to a sixty-year old lady in expensive designer lingerie. The underwear looks nice, but do you really want to go there?

The controls are clunky and frustrating, there are some horrid little graphical glitches and those door animations unfortunately do all they can to cripple the atmosphere created by perfect pacing and the precise balance of heart-stopping noise and tension-building silence. While the music is okay, the sound effects are creepy and gross in equal measure, and the graphics are mostly utterly stunning. All of which magnifies the occasional minor problems. *Resident Evil* so nearly succeeds. Ultimately though, this is not the hoped-for essential purchase.

NAME WITHHELD



7.9
READER'S SCORE

MARIO SUNSHINE



PUBLISHER: NINTENDO
DEVELOPER: IN-HOUSE
ISSUE REVIEWED: 10
CUBE RATING: 9.4

SUPER MARIO SUNSHINE is possibly the best wrestling game Nintendo has ever produced. Play it and you'll be wrestling with the camera, in-game inconsistencies, and puzzles made tedious by lazy game design.

"Lazy game design in a Mario title?!" I hear you shriek. Oh yeah. Puzzles that would be fun and challenging are made to last longer by the tiresome task of getting to them. This is comparable to the dull wanderings through the final corridors of *Luigi's Mansion* that artificially extended the life of he game.

In *Mario 64*, players really wanted to find everything. Unfortunately, the same cannot be said of *Super Mario Sunshine*. You'll see where to go (when the camera lets you) and know what to do, but you just won't want to go there and do it.

IAN LOWSON, SILVERWATER



8.5
READER'S SCORE

TUROK EVOLUTION



PUBLISHER: ACCLAIM
DEVELOPER: IN-HOUSE
ISSUE REVIEWED: 11
CUBE RATING: 6.1

AS A MAD and keen *Turok* fan I can tell you that all the reviews you have been reading about *Evolution* are absolutely true. The game fails to live up to the hype in a big way. There is still the traditional big range of weapons and endless killings but that's about all the praise the game deserves. The graphics are very average and sometimes appalling. The much talked about flying sections are too frequent, too chaotic, and the damn thing won't go where you tell it. The enemy AI is unpredictable yet sometimes good, but most of the time it's just terrible. The immense difficulty of the series also returns to frustrating effect. This could have been a classic but sadly it falls well short of the mark.

DANIEL FULLARD, TOWNSVILLE



Even the hardcore fans don't like it. Acclaim, what have you done...



4.7
READER'S SCORE

CUBE

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CUBE

ISSUE FOUR

CHEATING MONKEYS

With their opposable thumbs and ability to write cheats, our monkeys may in fact be the missing link... or not.

FREEKSTYLE

All-American madness ahoy! If you can't even wheelie properly yet though, you may want to check out these cheats:

USE THESE CODES TO UNLOCK CHARACTERS

COOLDUDE	Clifford Adoptante
GIMEGREG	Greg Albertyn
TOUGHGUY	Mike Jones
BLONDIE	Jessica Paterson

USE THESE CODES TO UNLOCK CHARACTERS' BIKES

MIKE METZGER'S BIKES:

EYEDROPS	Bloodshot
BRRRRRAP	Rock Of Ages
SEVENTWO	Rhino Rage

BRIAN DEEGAN'S BIKES:

WHATEVER	Mulisha Man
HEDBANGR	Heavy Metal
WHOASKN	Dominator

LEEANN TWEEDEN'S BIKES:

OVENMITT	Hot Stuff
STYLIN	Trendsetter
GOODLOOK	Seducer

STEFY BAU'S BIKES:

HEREIAM	Amore
SPARKLES	Disco Tech
TWONEONE	211

CLIFFORD ADOPTANTE'S BIKES:

SUPDUDE	Gone Tiki
GOFLOBRO	Island Spirit
STOKED	Hang Loose

MIKE JONES'S BIKES:

KICKBUTT	Beater Bike
HORNS	Lil' Demon
PLUNGER	Flushed

JESSICA PATTERSON'S BIKES:

HEKACOO	Speedy
LIGHTNIN	Charged Up
TONBOY	Racer Girl

GREG ALBERTYN'S BIKES:

ALLSHOOK	The King
PATRIOT	National Pride
NUMBER1	Champion



OUTFIT CODES

MIKE METZGER'S OUTFITS:

HELLOOOO	Ecko MX
BODYART	All Tatted Up

BRIAN DEEGAN'S OUTFITS:

RIPPED	Muscle Bound
SOLDIER	Commander

LEEANN TWEEDEN'S OUTFITS:

THINKPINK	Fun Lovin'
SPICY	Red Hot

STEFY BAU'S OUTFITS:

KIDSGAME	Playing Jax
INVASION	UFO Racer

CLIFFORD ADOPTANTE'S OUTFITS:

WINGS	Tiki
NOSLEEVE	ankin' It

MIKE JONES'S OUTFITS:

BABYBLUE	Blue Collar
BOXCARS	High Roller

JESSICA PATTERSON'S OUTFITS:

LAYERS	Warming Up
NOT2GRLY	Hoodie Style

GREG ALBERTYN'S OUTFITS:

ILOOKGUD	Sharp Dresser
COMET	Star Rider

INFINITE FREEKOUT BAR:

Enter	ALLFREAK
-------	----------

MAKE RIDER CONSTANTLY SQUAT:

Enter	SQUATTER
-------	----------





AGGRESSIVE INLINE

➔ A real sportsman doesn't feel the need to cheat... it's a good job that this is only a game, then.

Complete all of the challenges in a level to unlock the following bonus characters:

LEVEL	CHARACTER
Movie Lot	The Bride
Civic Centre	Goddess
Industrial	Junkie
Boardwalk	Captain
Cannery	Diver
Airfield	Bombshell
Museum	Mummy

UNLOCK ALL FMV SEQUENCES:

Complete all of the normal challenges in a level to unlock the corresponding FMV.

UNLOCK ALL KEYS

Enter SKELETON at the codes screen.

FULL JUICE BAR

Enter BAKABAKA at the codes screen.

PERFECT GRINDS

Enter BIGUPYASELF at the codes screen.

PERFECT HANDPLANTS

Enter JUSTINBAILEY at the codes screen.

PERFECT MANUALS

Enter QUEZDONTSLLEEP at the codes screen.



ROBOTECH: BATTLECRY

A cracker of a mech game, but it can be rather tough in places!

INVINCIBILITY

To become invincible you will have to follow these simple steps:

- Start the Fighter Training mode
- Kill the first two enemies you see
- Exit Training mode, and select Story mode

UNLOCK LEVELS/EXTRAS

While on the main menu tap in Left, Up, Down, A, Right, B, Start. You can now enter the following passwords:

- WHERESEMAX – Unlock all models and medals
- WEWILLWIN – Unlock all levels
- MISSMACROSS – Unlock all paint schemes

CHIMP'LL FIX IT



You ask them a gaming question and they answer your query – that's the life of a cheating monkey. Send your gaming queries to Chimp'll Fix It, CUBE Magazine, Paragon Publishing, Level 5, 162 Goulburn Street, Darlinghurst, NSW 2010 or email paragonpublishing@bigpond.com.au



COMING OUT OF THE CLOSET

Dear Cheating Monkeys,

I have completed Resident Evil and obtained the Costume Room key. Can you tell me where that room is? Yours forever,
Masif Hardon

The monkeys say...

"Having completed the game once on any difficulty you'll be granted access to the first costume for that character via a closet key. To get your closet key find any storage chest and it'll be inside. From here you should go to where you initially got the 1F map. The door to your costume room is actually a large painting – so simply use the key here.

Completing the game for a second time on any difficulty, will get you access to a second costume."

I'M BOARD

Dear Cheating Monkeys,

In SSX Tricky I'm finding it boring getting all the stats for my character. Is there a quicker way that can be used? Thanks Chimps!
Myles, Brisbane

The monkeys say...

"We've got just the thing for you – cheats. Activate these codes at the title screen. If you've keyed them in correctly you'll hear a sound effect. To max out the statistics for any character do this:

Hold L and R then press

B, B, Z, B, Z, A, A, Z, A, Z, A, Z.

Better still try out your new character (or others) by unlocking all the courses boards and riders like this:

Hold L and R and press

A, B, Z, X, Y, Z, B, Y, Z, X, A, Z

SHARE YOUR GAMING GENIUS!

If you have any tips or cheats that you would like to share, then send them in to: CUBE, Paragon Publishing, Level 5, 162, Goulburn Street, Darlinghurst, NSW 2010. Or share 'em on the forum at www.totalgames.net



OUT-FOXED

Dear Cheating Monkeys,

I'm at CloudRunner Fortress, and I'm trying to save all of the baby CloudRunners from the Sharpclaw, however, I can't seem to find the last one! What do I do?
Sarah Harlow, Waga Waga

The monkeys say...

"Ah this isn't difficult! Head to where the CloudRunner flew to and step down the ladder that's situated on your right. There will be a platform below you. Smash all of the crates with your staff until you find a boost pad. Use this to reach a higher level where a SharpClaw awaits."



Shoo, shoo! Go away, CloudRunner, get away!



Q&A

TIMESPLITTERS 2

ISSUE FOUR

THIS MONTH... LEAGUE MODE

Welcome to League mode, where 45 challenges await you. Earning Silver and Gold medals rewards you with more playable characters, cheats, Arcade Game modes and multiplayer levels. So with all this at hand what are you waiting for? Stop reading and start playing...

LEAGUE MODE

AMATEUR LEAGUE

PLAYABLE CHARACTER

GAME MODE

PLAYABLE LEVEL

BEGINNERS SERIES

ELIMINATION

MEDAL REQUIRED



UNLOCK
HANGAR

MEDAL REQUIRED



UNLOCK
SGT SHOCK

MEDAL REQUIRED



UNLOCK
ELIMINATION

ADIOS AMIGOS!

MEDAL REQUIRED



UNLOCK
HECTOR BABOSO

MEDAL REQUIRED



UNLOCK
LEAN MOLLY

CASUALTY

MEDAL REQUIRED



UNLOCK
DR PEABODY

MEDAL REQUIRED



UNLOCK
CRYPT ZOMBIE

MODE MADNESS

CHASTITY CHASED

MEDAL REQUIRED



UNLOCK
REGENERATION



SHRINKING FROM THE COLD

MEDAL REQUIRED



UNLOCK
SHRINK

MEDAL REQUIRED



UNLOCK
PRIVATE SAND

MEDAL REQUIRED



UNLOCK
SGT SLATE

SCRAP METAL

MEDAL REQUIRED



UNLOCK
SCRAP YARD

MEDAL REQUIRED



UNLOCK
CHASSIS BOT

IT'S A BLAST

NIGHT SHIFT

MEDAL REQUIRED



UNLOCK
LEECH

MEDAL REQUIRED



UNLOCK
SENTRYBOT

SPOILS OF WAR

MEDAL REQUIRED



UNLOCK
THIEF

MEDAL REQUIRED



UNLOCK
MEEZOR MOX

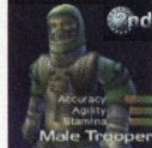
DEMOLITION DERBY

MEDAL REQUIRED



UNLOCK
ROBOT FACTORY

MEDAL REQUIRED



UNLOCK
MALE TROOPER

MEDAL REQUIRED



UNLOCK
FEMALE TROOPER

MEDAL REQUIRED



UNLOCK
VAMPIRE

TOO HOT TO HANDLE

MONKEY IMMOLATION

MEDAL REQUIRED



UNLOCK
FLAME TAG

MEDAL REQUIRED



UNLOCK
CRISPIN

DISCO INFERNO

MEDAL REQUIRED



UNLOCK
NIGHTCLUB

MEDAL REQUIRED



UNLOCK
LOUIE BIGNOSE

MEDAL REQUIRED



UNLOCK
LT WILD

BURNS DEPARTMENT

MEDAL REQUIRED



UNLOCK
VIRUS

MEDAL REQUIRED



UNLOCK
UNDEAD PRIEST

TEAM SERIES A

CLUB SODA

MEDAL REQUIRED



UNLOCK
SLICK TOMMY

MEDAL REQUIRED



UNLOCK
JIMMY NEEDLES

STATION STAND

MEDAL REQUIRED



UNLOCK
ZONES

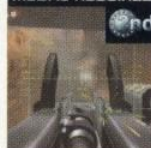
MEDAL REQUIRED



UNLOCK
LT SHADE

MEN IN GREY

MEDAL REQUIRED



UNLOCK
ASSAULT

MEDAL REQUIRED



UNLOCK
ACCOUNTANT

MEDAL REQUIRED



UNLOCK
LAWYER

LEAGUE MODE

HONORARY LEAGUE

MAXIMUS

COLD CORPSE CAPER

MEDAL REQUIRED



UNLOCK
GARGOYLE

MEDAL REQUIRED



UNLOCK
CYBERFAIRY

KILLER QUEEN

MEDAL REQUIRED



UNLOCK
LEO KRUPPS

R109 BETA

MEDAL REQUIRED



UNLOCK
UTOPIA

MEDAL REQUIRED



UNLOCK
GLADIATOR

MEDAL REQUIRED



UNLOCK
LT STONE

ELIMINATION SERIES

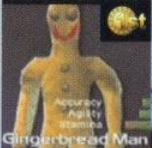
BAKING FOR THE TAKING

MEDAL REQUIRED



UNLOCK
CHINESE CHEF

MEDAL REQUIRED



UNLOCK
GINGERBREAD MAN

BRACE YOURSELF

MEDAL REQUIRED



UNLOCK
BRACES

MEDAL REQUIRED



UNLOCK
TROOPER BROWN

STARSHIP WHOOPERS

MEDAL REQUIRED



UNLOCK
CHINESE

MEDAL REQUIRED



UNLOCK
MONKEY ASSIST

MEDAL REQUIRED



UNLOCK
TROOPER BLACK

Q&A

TIMESPLITTERS 2

THIS MONTH... LEAGUE MODE

COLOUR CODE: PLAYABLE CHARACTER HAT CHEAT

BURNS 'N' BANGS

CHINESE BURNS



SNOW BUSINESS



ROCKET MAN

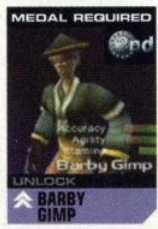


OUTNUMBERED BUT NEVER OUTPUNNED!

SOMEONE HAS GOT TO PAY...



TIME TO SPLIT



CAN'T HANDLE THIS



TEAM SERIES B

HACK A HACKER



RICE CRACKER RUSH



SUPERFLY LADY



LEAGUE MODE

ELITE LEAGUE

ONE SHOT THRILLS

BABES IN THE WOODS



DOUBLE BILL



NIKKI JINKI BRICKY



TRY TRY AGAIN!

There are a number of challenges in the League mode that require more than one attempt if you want to unlock all the secrets and get that all-important gold medal. If you find you are having trouble, try different tactics and stand in various areas to lure the enemies to you...

DUEL MEANING

IF I'M UGLY – YOU SMELL

MEDAL REQUIRED



Accuracy
Agility
Stamina

MIKEY TWO-GUNS

UNLOCK

MIKEY TWO-GUNS

MEDAL REQUIRED



Accuracy
Agility
Stamina

JARED SLIM

UNLOCK

JARED SLIM

GOLEM GURU

MEDAL REQUIRED



Accuracy
Agility
Stamina

KYPRISS

UNLOCK

KYPRISS

MEDAL REQUIRED



Accuracy
Agility
Stamina

FAT CHARACTERS

UNLOCK

FAT CHARACTERS

GOLDEN THIGHS

MEDAL REQUIRED



Accuracy
Agility
Stamina

HIGH PRIEST

UNLOCK

HIGH PRIEST

MEDAL REQUIRED



Accuracy
Agility
Stamina

AZTEC WARRIOR

UNLOCK

AZTEC WARRIOR

FRANTIC SERIES

HANGAR HATS OFF!

MEDAL REQUIRED



Accuracy
Agility
Stamina

HENCHMAN

UNLOCK

HENCHMAN

MEDAL REQUIRED



Accuracy
Agility
Stamina

DARK HENCHMAN

UNLOCK

DARK HENCHMAN

CAN'T PLEASE EVERYONE...

MEDAL REQUIRED



Accuracy
Agility
Stamina

MAIDEN

UNLOCK

MAIDEN

MEDAL REQUIRED



Accuracy
Agility
Stamina

CHANGELING

UNLOCK

CHANGELING

BIG TOP BLOWOUT

MEDAL REQUIRED



Accuracy
Agility
Stamina

MISTER GIGGLES

UNLOCK

MISTER GIGGLES

MEDAL REQUIRED



Accuracy
Agility
Stamina

STUMPY

UNLOCK

STUMPY

TEAM SERIES C

BAGS OF FUN

MEDAL REQUIRED



Accuracy
Agility
Stamina

RINGMISTRESS

UNLOCK

RINGMISTRESS

MEDAL REQUIRED



Accuracy
Agility
Stamina

BIG HANDS

UNLOCK

BIG HANDS

MEDAL REQUIRED



Accuracy
Agility
Stamina

SLOW MOTION

UNLOCK

SLOW MOTION

THEY'RE NOT PETS!

MEDAL REQUIRED



Accuracy
Agility
Stamina

BABY DRONE

UNLOCK

BABY DRONE

MEDAL REQUIRED



Accuracy
Agility
Stamina

BEAR

UNLOCK

BEAR

NICE THREADS

Unfortunately (and uniquely) there is nothing to unlock for this League challenge!

SINCEREST FORM OF FLATTERY

AZTEC THE DINO HUNTER

MEDAL REQUIRED



Accuracy
Agility
Stamina

DINOSAUR

UNLOCK

DINOSAUR

HALF DEATH

MEDAL REQUIRED



Accuracy
Agility
Stamina

DRONE SPLITTER

UNLOCK

DRONE SPLITTER

DEAD FRACTION

MEDAL REQUIRED



Accuracy
Agility
Stamina

JEBEDIAH CRUMP

UNLOCK

JEBEDIAH CRUMP

THAT'S YOUR LOT!

After completing the entire league with a Silver medal or higher you will be automatically awarded the following extra...



Accuracy
Agility
Stamina

SMALL HANDS

UNLOCK

SMALL HANDS

Just another platformer?



That's no way to treat people suffering from acute anorexia! Shame on you, Lara!

TOMB RAIDER: THE PROPHECY

Lara's back, and now she's in the palm of your hands...

TOTAL ADVANCE

INFORMATION

TOMB RAIDER: THE PROPHECY

PUBLISHER: UBI SOFT

DEVELOPER: CORE DESIGN

PRICE: \$79.95

ORIGIN: UK

PLAYERS: 1

STATS

■ IT'S LARA CROFT!

■ CLASSIC PLATFORMING

■ GREAT ATMOSPHERE

■ EXPLORE ANCIENT TOMBS

RELEASE DATE: OUT NOW

YOU'VE ALL

heard of *Tomb Raider* and its infamous adventurer Lara Croft, right? Well, we'll assume that you have because unless you've been asleep for the last ten years you won't have been able to avoid the skimpy temptress. She started life on the PlayStation all those years ago, made her way into comics and a blockbuster film, and now she's on the GBA; the lovely lady herself right in the palm of your hands.

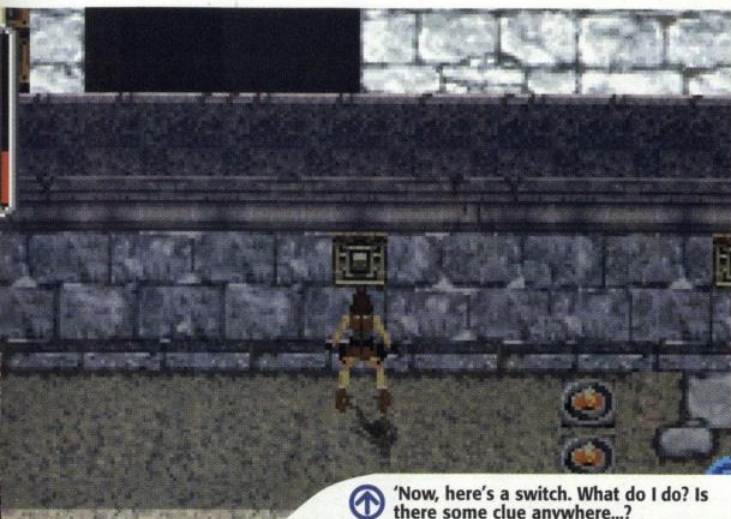
You might have expected Core to give us a standard scrolling platform affair but instead *Tomb Raider: The Prophecy* takes on the form of a top-down isometric platformer. In fact, the game is very similar to the first game – Lara can run, jump, shimmy, climb and travel with both her guns out. When coming across an enemy, she will lock onto it at which point she can roll and flip out of harm's way. There are some notable absences,

though; you can't take single steps forwards and you can't perform back-flips unless you're locked onto an enemy. The reason for this is that the game's design really doesn't necessitate it. The digital controls are extremely precise and you won't find yourself falling to your death very often.

This sounds like a good thing but in some ways it's what makes the game little more than average. Don't get us wrong, the atmosphere is definitely there. This does feel like a *Tomb Raider* game, with the mystical storyline, the howling wind and the scary tombs... but all the skill has been removed, leaving what is a very easy and linear game. In other *Tomb Raider* games you have to carefully judge distances, and the perspective meant that you can't always see secret areas from some platforms. There really is an imposing sense of mystery and challenge. *Tomb Raider: The Prophecy*



BLACKOUT: Whenever Lara dies, the screen turns black and she screams until she hits the bottom. If anything, it's quite funny and you'll end up doing it on purpose.



⤴ 'Now, here's a switch. What do I do? Is there some clue anywhere...?



SPELLBOUND

ARE YOU READY?

As with all Tomb Raider games, it starts off with a story and centres around an ancient treasure. This time, Lara looks for a rock which holds the secret to real magic.

These words re...
Lara's head as s...
contemplates the...
Swedish mounta...
er. Magic, mea...
supernatural...
It existed.



⤴ Often all this jumping around pressing switches makes you stop and think...



PATH OF THE WOLF

HIGHEST CLIMB

The enemies are the only challenging part of the game. When you get near one, Lara can choose to get her guns out, at which point she will lock onto the nearest enemy. You can always sprint away if it gets too much for you, but this becomes difficult when you're near a ledge. What's really annoying though, is the fact that if a wolf is on a ledge at head height you can't jump and shoot. You have to actually climb up to the platform and most of the time the wolf will be on you before you get up.



HMMM... PUZZLING?

NOT REALLY THAT COMPLEX

The puzzles in the game are very simple compared to those we would normally expect from a *Tomb Raider* game. In one level, you have to search for a massive axe, which needs to be placed in a statue's arms in order to open a door. A very simple task indeed, but the game tells you exactly what you need to do as soon as you enter the area. Nooo! That's not what we want! We want to figure it out for ourselves, we don't need to be spoon fed.

Sadly, the puzzles never really get any more complex than this. In other *Tomb Raiders* you would see a door opening somewhere in the level, but in this version the game scrolls down and shows you exactly where the door is.

is too easy for its own good and is missing a massive chunk of what *Tomb Raider* should be all about. You never feel on edge because the chances of you misjudging a jump are pretty small. Similarly, the puzzles are nothing too challenging with most switches opening a door just around the corner or maybe putting out some flames for a while.

Saying all this though, as GBA platformers go *Tomb Raider* is a very good one. The relatively small areas

mean that you'll always want to see what is just around the corner and the password system will let you get straight into the action if you do happen to throw yourself into a bottomless pit. As long as you come to *Tomb Raider* with an open mind you'll be pleasantly surprised, but if you're expecting challenges of the quality seen in the PlayStation version you'll probably switch off after about half an hour because they just aren't there. **CHANDRA**



☛ At school they called her Thunder Thighs - soon they will all pay!



EASY PEASY

YOU WOULD RATHER DIE

The main problem we have with this game is that it's far too easy. Each area is quite small, and every time you go into a new area you'll be given a new password. If you die you can simply choose to continue or you can switch off and tap in the password later on. This is great news for people who are rubbish at games but for the majority of gamers, it would have been better to have the passwords spread out a little more sparsely. As it is you could go through the whole game in a few nights and that's not really what you want to hear, is it?



VERDICT

☛ A GOOD PLATFORMER BUT JUST NOT TOMB RAIDER AS IT SHOULD BE, ESPECIALLY NOT WHEN YOU'RE BEING SPOON FED.

☛ TOMB RAIDER: THE PROPHECY



VISUALS

The world is well created but the enemies are a bit lame. The wolves could be big snakes.



AUDIO

Wind, rain and howls create a good atmosphere but there could have been some speech.



GAMEPLAY

Plays very well, but it's a little bit too easy for most people.



LIFESPAN

Because of the lack of any sort of challenge you may get bored and switch off.



ORIGINALITY

Hardly original but then that's not what you're looking for in a game like this.

ALTERNATIVE

SUPER MARIO ADVANCE 3: YOSHI'S ISLAND

The king of GBA platformers. This really is how it should be done. All



games must bow down and pray to the platforming god.

OPINION

YAWN! A kind of a fair game, but I can't see myself ever sitting down and playing this again due to the linear levels and lack of real excitement. We've all been there and done this, the motivation will easily disappear the more you play.

75%

GARY

FINAL SCORE

80

A GOOD ENOUGH PLATFORMER IN ITS OWN RIGHT BUT LACKING ALL THE ELEMENTS THAT MAKE TOMB RAIDER WHAT IT IS.

There's a storm brewing



FAIRGROUND ATTRACTION
The game takes place at the cheery-sounding Carnival Of Doom. Ace must wander about the fairground looking for different levels to venture into – the big wuss avoids The Egg though.

ROLL UP!



ACE LIGHTNING

He's already a videogame character, but now he's in a real videogame. Confused? You will be!

**TOTAL
ADVANCE**

INFORMATION

ACE LIGHTNING

PUBLISHER: BBC MULTIMEDIA

DEVELOPER: TIERTEX DESIGN STUDIOS

PRICE: \$79.95

ORIGIN: UK

PLAYERS: 1

STATS

■ BASED ON A COOL TV SERIES

■ FOUR ZONES

■ ZONE BOSSES

■ FINAL SHOWDOWN

RELEASE DATE: OUT NOW

IF YOU THINK

it's hectic going to school and larking about with your friends in your spare time, spare a thought for Mark Hollander. The poor soul also has to fit in a secret double life helping videogame character Ace Lightning battle evil in the real world! But even our heroic duo need a hand sometimes and it's up to you to help them battle the evil videogame characters (accidentally unleashed by Mark) who want to take over the world.

The game is set in the Carnival of Doom and your task is to recover all the pieces of the magical Amulet of Zoar, which have been hidden by Ace's enemies. There are four different sections in the Carnival – Adventure, Horror, Illusion and Fun – and Ace must master them all in order to triumph over the forces of darkness. Yikes.

All the levels involve similar activities, namely running and jumping around platforms, killing the evil minions out to get you and looking for special items in order to complete the level. There are a few imaginative touches, however, like pick-ups that allow Ace to fly, strange enemies and obstacles – including some particularly charming squidgy eyeballs – and hidden areas.

There's not a great deal of variation in the the gameplay, though; the only

noticeable differences between sections are the background graphics. There is lots to do in order to clear each level, but sections can become infuriating when Ace's next move is shrouded in mystery and you're left wandering aimlessly around for ages. Controlling the usually slick superhero can be awkward too, and pulling off simple moves is a lot harder than it should be.

A bit of variety occurs in the form of bosses who pop up between levels – as well as at the end of them – and demand a scrap, though the combat is relatively straightforward.

Ace Lightning is ultimately just a little dull, and there are certainly better platformers on the GBA. That said, fans of the show will find plenty to enjoy, and it is a reasonable debut for the CGI hero. If you've enjoyed watching Ace save the world on TV, you may well want to have a go yourself!

KAREN



⤴ The foxy lady wasn't impressed with Ace's dancing.

VERDICT

⊕ TV SERIES SPIN-OFF OFFERING THE USUAL PLATFORMING FARE.

ACE LIGHTNING



VISUALS

The animation for Ace is poor, but the backgrounds are nice and colourful.



AUDIO

Bland sporadic music, but the sound effects aren't bad. Nothing spectacular here though.



GAMEPLAY

Bog-standard platforming fare with a few imaginative elements, but nothing dazzling.



LIFESPAN

It's a kid's game, so adults will soon be bored.



ORIGINALITY

There is very little original here. It's just the usual action adventuring the GBA is already full of.

ALTERNATIVE

SPONGEBOB SQUAREPANTS: SUPERSPONGE

Another TV star hopping about on the GBA. SpongeBob makes a splash in this colourful platformer.



OPINION

SPARKY! Well, Karen's not being as cruel as you might think here – for such an amazing idea, you'd think we'd get more for our money from *Ace Lightning*. It's very easy to complete this game in two or three hours, and then there's nothing really to come back for. Naughty Auntie!

JEM

FINAL SCORE

7.2

THIS BYTHE-NUMBERS
PLATFORMER ISN'T THAT
ACE AFTER ALL





Hooray for Harry or what?



HARRY POTTER AND THE CHAMBER OF SECRETS

TOTAL
ADVANCE

INFORMATION

HARRY POTTER: AND THE CHAMBER OF SECRETS

PUBLISHER: EA

DEVELOPER: EUROCOM

PRICE: \$79.95

ORIGIN: UK

PLAYERS: 1

STATS

■ WELL, IT'S POTTER FOR A START.

■ GAMECUBE LINK-UP

■ WIZARD CARD COLLECTABLES

■ MINI-GAMES GALORE

RELEASE DATE: OUT NOW

A year on from Harry-mania – or whatever daft term you want to use – does Hogwarts still have the magic?

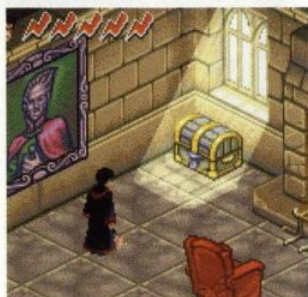
SOME OF YOU

may have thought us a little harsh a year ago when we gave *Harry Potter And The Philosopher's Stone* only a reasonable score, resulting in the rare sight of a GBC version of a licence outscoring its GBA stablemate.

But that was during the maddest excesses of that irritating media creation, Pottermania, and it was hard not to be extra disappointed after the hype had started to turn into an annoyance. Now, a year later, Potter will have to work just as hard as old Frodo to gain the hearts and piggybanks of Aussie kids. Away from the hype, Rowling's world is still seductively English, strangely autumnal and occasionally irreverent enough

to appeal to imaginative adults as well. All in all, Hogwarts is still a pleasant place to spend a Sunday afternoon.

Plus, although we can safely predict that the Game Boy Color offering for Potter's second movie will be as fun as its merry predecessor, (albeit with some impressive improvements – see over the page!) the GBA alternative has been two years in the making, a whole re-design of the way the game works has visibly improved the action around Hogwarts. A lot of hard work has gone into this new GBA *Harry Potter* adventure, but will it pay off? And, considering the fact that Potter merchandise will very likely still fly off the shelves this Christmas, are they really that bothered?



SPELLBOUND: One near-trifling problem with the game's controls is the awkwardness of changing spells, you will have to go the menu and search for them!



Probably too busy drinking, gambling and solving crimes in Liverpool.



THUMBS OFF!

BRUSH, BRUSH

Pop into the Quidditch shed to practise on your broom, but the challenges will get harder - almost impossible! No thumbs for you in a week then!



R AND THE SECRETS

HP GBC OK?

FOLIO MAGI
Harry Potter

The boy who lived.



Generalist



Sadly we've been forced to skip reviewing the little GBC adventure, but we can confirm that it's pretty much the same as the previous GBC jaunt - absolutely brilliant, but with the new plot. In fact, the GBC version sticks to the book's plot more than any game spin-off you can buy! Aside from the fact that you'll be able to control some of the other characters for a change, you can expect the same round of mini-games (this time including gnome-throwing, ghost's head bowling and, of course, Quidditch)

and collectables (including 101 tradable Wizard Cards - beat that, GBA!) although there is Gilderoy Lockhart's brand-new Duelling mode (sadly not including link-up), allowing up to six wizards in one duel, which, seeing as every sprite is 'drawn twice' to allow for greater colour options, means that some battles contain more sprites than the GBC is supposed to be capable of - how's that for pushing a console's capabilities?



CHAMBERS CUBED



The one extra collectable we didn't mention above was the 'Locations' set of Wizard Cards. The clever clog designing folk have included a great GameCube link-up option on this second adventure, which opens up the entire Forbidden Forest area on the GBA game, with a secret monster introduced specially for the GBA game by JK Rowling! This is the only way you can complete your 'Locations' set, and completing the set opens up the entire Gringott's Bank area



on the Cube adventure – not much use to us, but still seriously impressive stuff for a tiny GBA cart. The GameCube version itself is much the same as the other major console releases – Hogwarts is almost totally recreated in all versions, although you're still set Zelda-style tasks throughout the game, just like on the GBA. And it's also worth mentioning that you don't even need the GBA game to play GBA sliding puzzles on the larger game.



↑ Peeves is played by Rik Mayall in the new movie kids!

COMMENT

If you're a Harry Potter fan, you're going to be hard pushed to find much to complain about in this game, especially as you delve deeper and deeper into the captivating Hogwarts atmosphere.

But then the action of the game hasn't been changed from the previous adventure quite as much as we'd have liked, although the amazing new design does make the endless round of spell challenges more palatable. The plot seems largely crowbarred in between the large assault courses Harry is forced to go through, and while Ron and Hermione stand on the sidelines and bicker, you'll still be casting spells on blocks to trigger switches, and firing at annoying dwarves – and, of course, you'll still have to go through the painfully unfair Metal Gear Solid-style tasks, hiding from identical prefects who really must have magic eyes in their buttocks. It's only the instant save system and the extra touches (such as hiding behind curtains) that stop this from becoming too annoying – but you'll still probably want to go for a break in between these chores.

Played at leisure though, this remains a bewitching adventure, and one that true Harry-maniacs will want to return to, again and again. Because, aside from the pleasure of wandering around this miniature Hogwarts, the quality of the extra features means that once you've solved the Riddle of the Chamber (even with full house-points for Griffindor, which is far more difficult!) there are lots of reasons to keep on playing. Aside from the task of collecting one hundred red jellybeans, there are five sets of five Wizard Trading cards to collect, which unlock a different excellent option when complete. Waiting to be discovered is a secret spell, which opens up more areas of the school, a bonus potion, a complete Bestiary guide and a way to instantly open all of the Quidditch sections.

By the end of the term, you can really see where two years of hard work have gone – it's good to know that some developers are working round the clock to create GBA games with the depth of *Chamber Of Secrets*.

JEM

"POTTER WILL HAVE TO WORK JUST AS HARD AS OLD FRODO TO GAIN THE HEARTS AND PIGGYBANKS OF AUSSIE KIDS THIS CHRISTMAS"

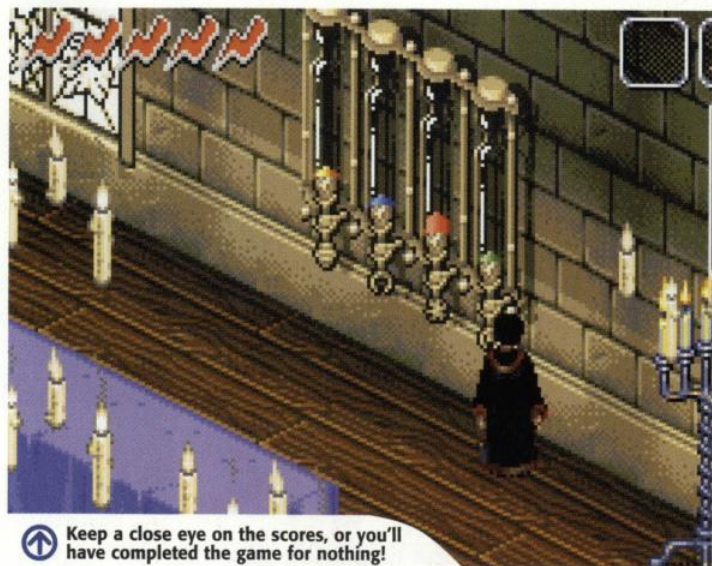
YUMMY!

GOTTA GRAB 'EM ALL!

Once you're done collecting famous Witches & Wizard Cards, the ultimate task is to collect every star, plus red Bertie Bott's Jellybean.



"THIS REMAINS A BEWITCHING TALE, AND ONE THAT TRUE HARRY-MANIACS WILL WANT TO RETURN TO, AGAIN AND AGAIN"



SNATCH THE SNITCH!

HOW TO EXCEL AT QUIDDITCH

It's not until you see screenshots of *The Philosopher's Stone* right next to their new equivalents, that you realise just how much this game has been improved, and that's truer than ever when it comes to that inexplicably popular Wizard game of Quidditch. The top-down concept of last year's game was fair enough, but when you see the new Quidditch sections fantastically designed in real 3D for the first time, you see why an entire team of programmers was hired just for this one section. The action of the game looks great, and it's superb that GBA owners can finally join in realistic Quidditch just like all other gamers! Having said that, no matter how much practice you put in with the team (the Quidditch Club will issue you with special challenges to collect crucial Wizard Cards) this is no easy challenge, and the constant backtracking to return to missed speed rings gets extremely tiresome. But then, presumably the real game is supposed to be this infuriatingly difficult, or Muggles could have their own team!

YES MA'AM! Once again, poor old Harry is the muggins who has to go through the assault courses to get things done. Why are Ron and Hermione so bone idle?



VERDICT

MUCH THE SAME, BUT BURSTING WITH GREAT QUALITY EXTRAS AND SUPERB ATMOSPHERE.

TOMB RAIDER: THE PROPHECY



VISUALS

Even better than before -- Hogwarts is a huge and mainly believable place, with superb detail.



AUDIO

Strangely, it sounds more like a Spectrum game than any other GBA title. But is that bad?



GAMEPLAY

Well it doesn't take long to work out how things will continue, but the plot is still there too.



LIFESPAN

Kids may be replaying this as long as they re-watch the movie, especially with the extras.



ORIGINALITY

They haven't changed from the previous adventure as they'd have you think, but it's more fun to play.

ALTERNATIVE

HARRY POTTER AND THE PHILOSOPHER'S STONE

The Game Boy Color version, obviously, unless you're still hooked on killing gnomes.



OPINION

HURRAH! What can we say -- this is simply one of the most atmospheric, detailed, absorbing games yet to come out for the GBA. Okay, so occasionally the gameplay does veer into the same old chore, but there's just so much to do, you'll forgive it anything! Bedazzling!

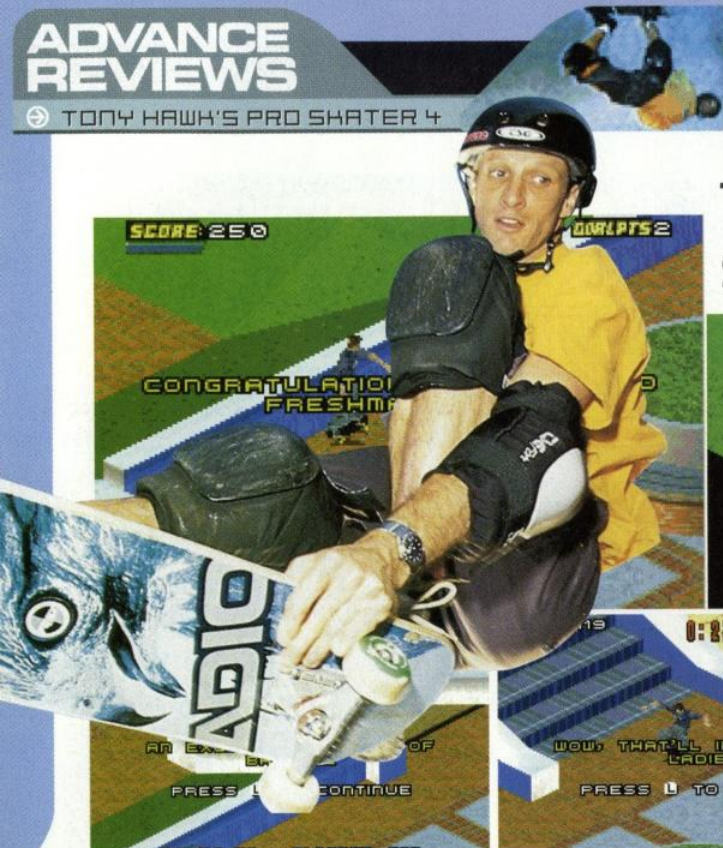
9.6

RUSS

FINAL SCORE

9.4

STILL REPETITIVE, BUT THE GAME SIMPLY HANDLES WONDERFULLY, AND MAGICALLY BRINGS HARRY'S WORLD TO LIFE.



The Hawk returns for more skateboarding fun!

FREEBIES!

BOARD STUPID

Look out for new boards and equipment around the levels. They won't improve your performance, but may look slightly better when performing a huge trick.

TOTAL ADVANCE

INFORMATION

TONY HAWK'S PRO SKATER 4

PUBLISHER: ACTIVISION

DEVELOPER: NEVERSOFT

PRICE: \$79.95

ORIGIN: US

PLAYERS: 1-2

STATS

■ COMPLETE 3D AREAS

■ LOADS OF NEW TRICKS

■ STAT BONUSES & SECRET BOARDS

■ SPECIAL PRO SPECIFIC CHALLENGES

■ LOADS OF TOP PRO SKATERS

RELEASE DATE: OUT NOW

TONY HAWK'S PRO SKATER 4

It seems quite a while since the last Tony Hawk skateboarding bonanza appeared on the GBA, but at last the boy is back!

AFTER

what seems like an absolute age, Tony Hawk returns to the GBA to remind us all how to make a handheld extreme sports title. All previous *THPS* games have been superb and fans will not be disappointed with the latest instalment. The game engine is just as crisp as before with free movement available across the entire level, although there are a number of new ideas included to make the game different.

Rather than having specific goals, you have as much time as you please to board around the level adjusting to the game area. As you pass people in the street, you can choose to accept a task given by them which must be completed against the clock. If you fail the challenge you can decide to try again or simply come back later. After completing a challenge you are awarded a Pro Point and can then cruise around some more in search of another task. Of course, the game is all new and, once again, there are Stat Points and cash hidden all over the levels. These can be traded at the skate shop for new outfits, levels and, of course, to upgrade your skater's abilities. Also you no longer need to play every level with each character, the Pro Points are saved as whichever rider you choose to use.

Once you really get the hang of the game and successfully collect 60 Pro Points, each character has a Pro Specific challenge which they must also complete. These challenges could be on any of the levels and each character is based on an achievement they have accomplished in real life. If you manage to perform one of these tough tasks, then you'll open up a whole load of

new challenges on all of the levels.

With loads of new tricks to learn and perform, *THPS4* is everything you could possibly ask for in an extreme sports game. The challenges have varying difficulty settings making it easy to begin with and almost impossible towards the end. This toughness is not a bad thing – it just makes you want to come back time after time to see if you've got what it takes. Quite frankly you'd be hard-pressed to find a better extreme sports game anywhere and we believe this could possibly be the best game available on the GBA. Tony Hawk is here to stay and we absolutely love it!



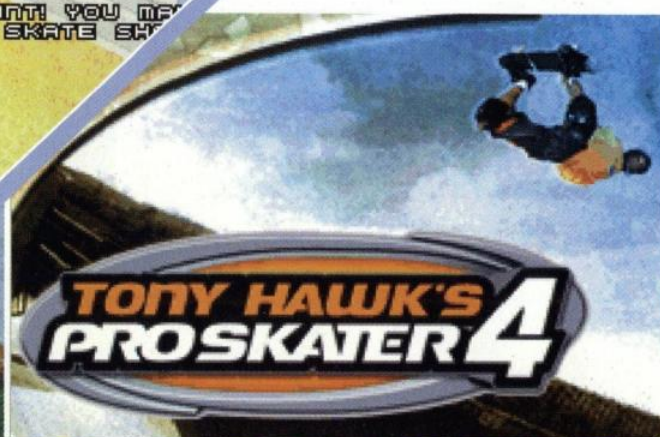
Do perform manual grinds across flat surfaces to help build up huge combos.

RAMPS. IT'S A RECORD!

UPGRADE! Around the levels you'll find additional Stat Points that can be spent in the skate shop. Search everywhere for them to get more air and balance.



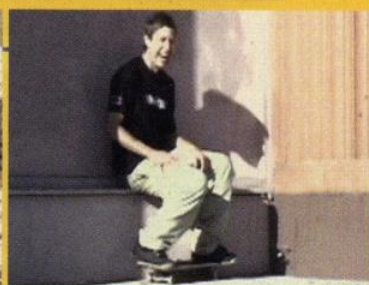
STAT POINT! YOU MAY IN THE SKATE SHOP



PRO SPECIFIC CHALLENGES

Each of the Pro Skaters is capable of doing a trick, or holds a record for doing stunts that normal skaters can only dream of. These feats are emulated in the Pro Specific challenges that highlight a skater's proudest moment and then ask you to recreate the feat with your fingertips. Tony Hawk jumped an incredible 18-foot gap whilst performing a trick and Jamie Thomas managed to complete a record 10 photo shoots in a single day. Our favourite has to be Bucky Lasek who managed to leap an upside down gap in a tube shaped ramp. A totally amazing feat.

RODNEY MULLEN



Tony Hawk always grabs the glory, but there are plenty of other skaters out there who deserve some recognition. For us, Rodney Mullen epitomises what skating should be about and although he's not too hot on the ramps, he's totally awesome at flatland tricks and grinds. He was born in Gainesville, Florida, but now chooses to live somewhere near the beach in LA. He's been

skating since 1977 and turned pro in 1980 when he won his first pro tournament. He can ride ramps, but prefers to make his own terrain using tables and rails. To be this good, Rodney insists that he skates for at least four to five hours per day – and sometimes even more when the weather is fine.

VERDICT

➔ COULD VERY WELL BE THE BEST GAME AVAILABLE FOR YOUR GBA!

TONY HAWK'S PRO SKATER 4



VISUALS

The graphics are crisp and clear and the whole game flows flawlessly.



AUDIO

Who cares? You won't be buying a game like this to listen to the tunes.



GAMEPLAY

Easy to control and plenty of new ideas to make it different from other Tony Hawk titles.



LIFESPAN

Loads of challenges plus the extra hard Pro Specific challenges. It will take some time to beat this game.



ORIGINALITY

Similar to other THPS games, but also has enough new ideas to make you want to play again.

ALTERNATIVE

THPS 3

If you don't want to splash out on this new title, you may be just as happy with THPS2 or 3. You may even find a second hand copy cheap. Good games just don't age...



OPINION

YEAH YEAH

YEAH... Well let's take Russ' word for it – he's the guy who's played every single GBA Tony Hawk game to pieces. And this is still an awesome sight on the GBA – but for god's sake keep away if you already have one of the other Tony Hawk titles, as they're all pretty much the same, to be honest!

LUKE

FINAL SCORE

9.5

THPS4 IS AN ABSOLUTELY MUST-HAVE GAME. LOADS OF NEW IDEAS AND INCREDIBLE GAMEPLAY THAT DEMANDS YOU PLAY AGAIN AND AGAIN.

Ubi Soft Take It To The Streets

IT'S A...

**KNOCK
OUT**

If you're serious about your fighting you'll want to finish your opponent off with a super special attack. Once mastered, you can admire the accompanying special effects.



The fighters may be small but they're just as hard on the GBA.



STREET FIGHTER ALPHA 3

Can this second GBA installment of this classic game pack a punch?

TOTAL ADVANCE

INFORMATION

STREET FIGHTER ALPHA 3

PUBLISHER: UBI SOFT

DEVELOPER: CRAWFISH INT.

PRICE: \$79.95

ORIGIN: UK

PLAYERS: 1-2

STATS

- OVER 30 UNIQUE FIGHTERS
- TWO-PLAYER LINK-UP
- PACKED WITH SPECIAL MOVES
- THREE HIDDEN CHARACTERS
- EXCELLENT FIGHTER ANIMATION

RELEASE DATE: OUT NOW

IT'S REGARDED

by beat-'em-up connoisseurs as one of the all time great fighting games. Whilst it may have gone through more facelifts than your average forty-something Hollywood actress, there can be no denying that the *Street Fighter* series looks and plays as fresh today as ever. The series made its first appearance on the GBA in the excellent *Street Fighter II Turbo Revival*, however this conversion of *Street Fighter Alpha 3* makes the aforementioned game look severely limited in scope (no small boast). For starters, the new game features over 30 varied fighters to choose from, each of which has their own unique style of brawling. Ryu is a standard karate man, Honda is a Sumo expert, whilst Blanka... well, he's just a nutter really. Anyway, unless you've been on the moon for the last decade, you probably have a rough idea what the score is here. One or two (via link-up) players fight it out against a series of opponents over a series of 'best of three' matches. Standard kicks, throws and punches are on offer, as well as an assortment of special attacks including fireballs, spinning piledrivers and hundred-hand slaps. Of course you probably know all this, so the question is how does the game stand up to the competition? In a nutshell this can be described as the best GBA fighting game on the shelves. Crawford Interactive has

crammed in almost everything from the coin-op and even managed to throw in a few little extras, including three unlockable new characters. What really amazes is the quality of the visuals on offer. The character animation is astonishingly smooth, with only a tiny number of frames missing from the arcade version. The backdrops also look great and are all extremely colourful and detailed. Sound fares slightly less well, the music is okay, but the speech of the coin-op version has not made it in (not a big problem considering how annoying it became after a while). This is all academic though: where the title really shines is in the all important gameplay department. Each of the fighters is well balanced and will take a great deal of effort to master. The computer opponents take some beating, but link up your GBA with a pal's and the game really comes into its own. Due to the fact that the GBA only has four buttons, you have to double tap to perform certain attacks. Initially this proves a bit fiddly, but after a time you won't even notice. *Street Fighter Alpha 3* is a superb conversion, a great game and an excellent showcase for just how much the humble GBA is capable of. Pick up a copy today – we assure you that you will not be disappointed.

SIMON



WAY BACK IN 1987



FIGHTER'S HISTORY

Believe it or not, the very first *Street Fighter* game appeared in arcades almost 15 years ago. The original cabinets for the game included pressure sensitive pads, which meant the harder you hit them, the harder your on-screen character attacked. Suffice to say it wasn't long before these pads had taken a right old hammering and soon they were replaced with more traditional buttons. To be honest, the original *Street Fighter* wasn't all that special, but four years later when Capcom released *Street Fighter II* it blew the gaming public away. The sequel offered players eight different characters to choose from, each of whom had their own varied range of attacks and special moves. The title went on to become one of the most successful videogames of all time and when it was converted to the home consoles it sold in massive numbers. Following the game's success, a flood of clones appeared including a long string of updates from Capcom. However, with the advent of flashy 3D fighters such as *Tekken* and *Virtua Fighter*, the 2D beat-'em-up fell from grace somewhat – which just goes to show there's no accounting for taste.

PICKING A FIGHT(ER): Each character has a diverse repertoire of attacks. After some experimentation you'll soon work out who your favourites are.



NEW FACES

BE GENTLE WITH THEM...

In essence this is a port of the PlayStation and Saturn conversions of the game that appeared a few years ago. However, developer Crawford has managed to add even more to this GBA translation, including three new fighters (well they've appeared in other games, but they're new in *Street Fighter Alpha 3*). First up, you've got Eagle – this English fighter wields a pair of Escrima sticks, which he's happy to wrap around the head of any unwary foe. Next we have Maki, a female fighter who first appeared in the SNES version of *Final Fight 2*. She may look cute but she can mix it up with the toughest of fighters. Finally, you've got Jun, who made his debut in *Street Fighter III*. He's a crafty so and so and has all sorts of sneaky attacks at his disposal. Purists needn't worry though, because with over 30 fighters to choose from, you can still battle it out with old favourites like Ken, Ryu and Chun-Li. Quite how Crawford managed to cram so many characters into one tiny little GBA cartridge is beyond us, maybe the team made some kind of a pact with Beelzebub. Whatever the case, we're impressed... very impressed.



VERDICT

A NEAR FLAWLESS VERSION OF A SUPERB COIN-OP AND EASILY THE BEST GBA FIGHTING GAME.

STREET FIGHTER ALPHA 3



VISUALS

The fantastic backgrounds really impress and the fluid character animation will amaze coin-op fans.



AUDIO

The tunes closely mimic the arcade originals but the speech hasn't made it in.



GAMEPLAY

One of the most balanced beat-'em-ups you'll ever play, the action is still as addictive today.



LIFESPAN

Plenty of different modes to get through and the two-player mode will have you battling for months.



ORIGINALITY

The game doesn't do anything particularly original, but what it does it does exceptionally well.

ALTERNATIVE

SUPER STREET FIGHTER II: TURBO REVIVAL

An excellent title, but *Street Fighter Alpha 3* offers much more in almost every single department. Worth a look though.



OPINION

FLAMEY!

Street Fighter has always been my absolute favourite beat-'em-up, despite the flair of *Tekken* and the violence of *Mortal Kombat*. And Simon's right – this version is every bit as spectacular as you want it to be!

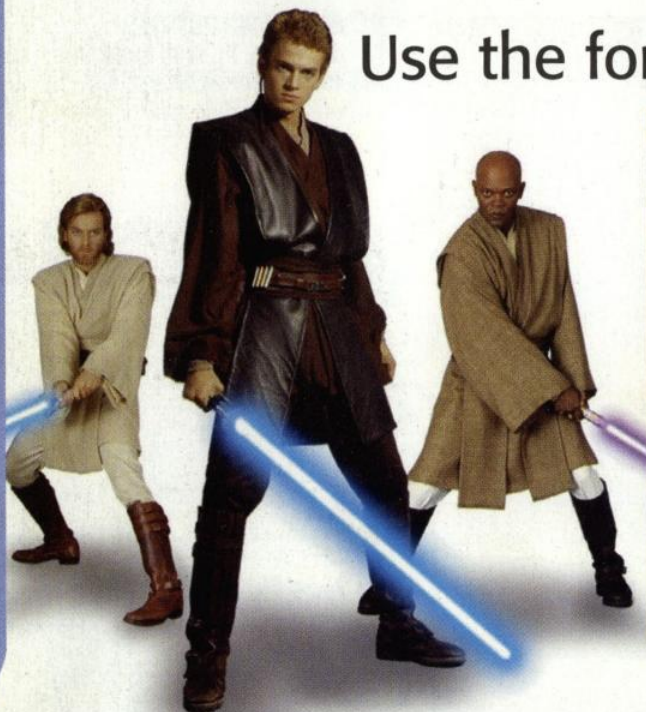
JEM

FINAL SCORE

9.5

AN INCREDIBLE ACHIEVEMENT THAT SHOWS JUST WHAT THE GBA CAN DO IN THE RIGHT HANDS.

Use the force, young Padawan



I have a lightsaber with your name on it!

Take another trip into space with the sulky teenage Anakin

STAR WARS EPISODE II THE NEW DROID ARMY

TOTAL ADVANCE

INFORMATION

STAR WARS: NEW DROID ARMY

PUBLISHER: THQ

DEVELOPER: HELIXE

PRICE: \$79.95

ORIGIN: US

PLAYERS: 1-2

STATS

EXPLORE TATOOINE

LEARN FORCE TRICKS

IT'S STAR WARS!

RELEASE DATE: OUT NOW

ARE YOU A

Star Wars fan? It's a question that we don't really like to ask, but we know there are some people out there who care not for George Lucas' epic space operas and wouldn't know Anakin from Anadin. Those people should of course, turn away now. Star Wars games back in the SNES era, used to appeal to everyone through playability alone, but recent Star Wars titles have really been for hardcore Lucas addicts only. Even they will have ended up being disappointed with the first two GBA titles. Is The New Droid Army the first true classic Game Boy Advance Star Wars Adventure? 'Fraid not, sunshine!

The New Droid Army puts you in the shoes of Anakin as he attempts to throw a huge spanner in the works of Count Dooku's plans to create a new and more deadly droid army. The initial premise is a great one, an adventure set in huge Star Wars environments where you interact with the locals on your quest to stop evil. When you start playing, it can get rather confusing, unless you keep an eye on the map to prevent you from travelling round in circles. As you wander around, you'll need to glean information to uncover more about Dooku's dastardly plot and more importantly, let you know where you're headed. It's great walking around and seeing famous characters, such as Hammerhead, strolling about even if the game does stop a Star Wars fan? It's a question that we don't really like to ask, but we know there are some people out there who care not for George Lucas' epic space operas and wouldn't know Anakin from Anadin. Those people should of course, turn away now. Star Wars games back in the SNES era, used to appeal to everyone through playability alone, but recent Star Wars titles

have really been for hardcore Lucas addicts only. Even they will have ended up being disappointed with the first two GBA titles. Is The New Droid Army the first true classic Game Boy Advance Star Wars Adventure? 'Fraid not, sunshine!

The New Droid Army puts you in the shoes of Anakin as he attempts to throw a huge spanner in the works of Count Dooku's plans to create a new and more deadly droid army. The initial premise is a great one, an adventure set in huge Star Wars environments where you interact with the locals on your quest to stop evil. When you start playing, it can get rather confusing, unless you keep an eye on the map to prevent you from travelling round in circles. As you wander around, you'll need to glean information to uncover more about Dooku's dastardly plot and more importantly, let you know where you're headed. It's great walking around and seeing famous characters, such as Hammerhead, strolling about even if the game does stop short of letting you mow down innocents with your trusty saber!

The Tatooine locales of the opening levels will be a familiar sight for fans and there are times when you wish you could just look around without having to go on the bloody quest at all! The game does become more intense though, once the action forces you into space and up against tougher opponents who are looking to cut Anakin down in his prime. These are hard, unless of course you can run. That's right, many of the problems on your travels can be solved by simply legging it – sure you might get hit by a blaster or two but this avoidance tactic means you can get far with very little skill – not very Jedi-like, is it?

It's worth a look for fans but once again this is a non-essential Star Wars adventure. Don't worry, there's bound to be another one in a couple of months – maybe that will be the classic we are waiting for...?

KENDALL

SHAVING YET?

STROPPY TEEN

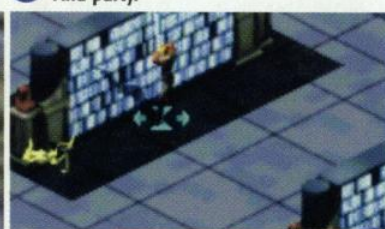
The Anakin in Episode II is a moody little fella who needs to grow up if he wants to save the universe!



SLASH, SLASH, SLASH! Whilst it may be no substitute for a good blaster, it's very satisfying lashing out at all and sundry with a lightsaber. Watch it Anakin, you'll have someone's eye out!



Come on, come on, come on, take that! And party.



STAR WARS GAMING

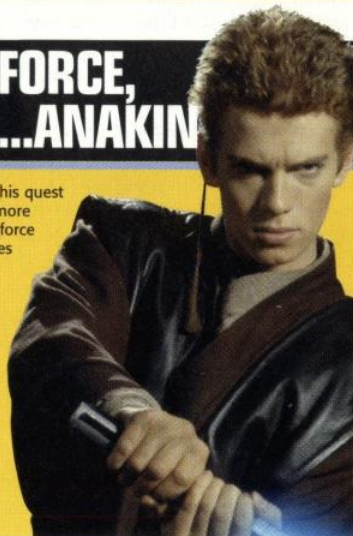
YODA STORIES WAS A HOOT

There are plenty of *Star Wars* games out there and several of them are true classics. The best remains the original arcade *Star Wars*. It had a sit-in cabinet, so you really got the feeling of being an X-Wing pilot, who can forget the tingle that went down your spine when you finally got to blow the Death Star and go home? The arcade *Return Of The Jedi* was another classic, featuring very tricky Endor sections where you were dodging the trees on your speeder bike.

In terms of home versions, *Super Star Wars* on the SNES stands out as the greatest and trickiest of them all. As for handheld treats, the GameBoy Color had an excellent version of *Episode 1 Racer*, which we gave a whopping 93% and special mention should also go to *Yoda Stories*, an engrossing RPG style adventure featuring everyone's favourite little green man.

USE THE FORCE, LUKE, ER...ANAKIN

As Anakin continues on his quest he becomes more and more powerful, increasing his force powers to defeat enemies swiftly. This is useful for disposing of druids particularly as when Anakin is relatively powerless at the start he may only encounter them individually, but get a group of these little fellas together and you're gonna need to dispose of them swiftly and efficiently before they start blasting.



"IT'S GREAT WALKING AROUND AND SEEING FAMOUS CHARACTERS SUCH AS HAMMERHEAD STROLLING ABOUT"

THIS IS THE END

Of course, we would not often want to spoil what happens at the end of a game, but *The New Droid Army* really does deserve a special mention. As you may have expected, your destiny here is to find and destroy the evil Count Dooku, but the showdown proved neither as tricky or as frustrating as we had expected - all this task required from our young Jedi Master is an intense bout of button-bashing and Count Dooku will be no more! It's after this happens and the game is over that you realise just what a short-term thrill *The New Droid Army* is...

VERDICT

DECENT IF SHORT LIVED ADVENTURE, BUT STILL FAR FROM CLASSIC STAR WARS

STAR WARS: NEW DROID ARMY



VISUALS

The skewed 3D look is impressive and there are loads of well-animated characters milling about!



AUDIO

As usual with *Star Wars* titles, this is top notch and really makes good use of the machine's capabilities.



GAMEPLAY

There's plenty of action here to satiate those with an itchy trigger finger and plenty of locations.



LIFESPAN

This is where *The New Droid Army* falls, even the most inept gamer can whip through it without problems.



ORIGINALITY

More thought has gone into this than many licensed titles, but there is still little here that is groundbreaking.

ALTERNATIVE

STAR WARS EPISODE II ATTACK OF THE CLONES

Ridiculously tough platformer that tested the patience of all but the calmest game!



OPINION

FORCEFUL! This is in many ways a great improvement on previous *Star Wars* offerings from THQ, but you soon know something's wrong when you complete it in a few hours! Tragically, the one real selling point for this game was to be the link-up battles, and they missed them out. Bit of a waste of time all in all.

6.6

JEM

FINAL SCORE

7.0

THERE'S FUN TO BE HAD HERE BUT YOU'LL SOON BE WATCHING THE END CREDITS ROLL!

TOTAL ADVANCE

INFORMATION

GAME AND WATCH GALLERY ADVANCE

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

PRICE: \$79.95

ORIGIN: JAPAN

PLAYERS: 1-2

STATS

■ 11 CLASSIC GAMES

■ CLASSIC AND MODERN MODES

■ STAT BONUSES & SECRET BOARDS

■ LOTS OF SECRETS TO UNLOCK

■ A PIECE OF NINTENDO'S HISTORY

RELEASE DATE: OUT NOW

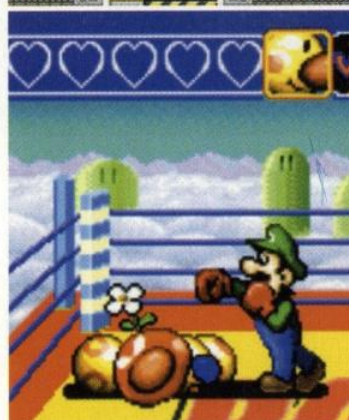
The first Advance collection of blasts from the past.



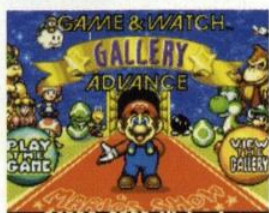
CLASSIC!

FIRE!

By far the best game from the starting selection is Fire: addictive as hell and rock hard to boot, the number of times this concept has been ripped off is quite shocking. You young people...



Luigi didn't fare so well in the next round. Lennox Lewis pulverised him...



GAME AND WATCH GALLERY ADVANCE



With retro gaming in its prime, Nintendo gives its classic hand-helds a 21st Century facelift...

NOSTALGIA

is a wonderful thing... developers are constantly playing on the fact that people remember old games fondly, despite the fact that a lot of them weren't actually that good. The *Game And Watch Gallery* had several outings on the Game Boy Color – for those who played the primitive hand-helds, these probably hit the spot with four or five of the games being squeezed onto each cart. This first GBA title in the series offers more than double that amount; 11 games in total, of which six are available from the start. These initial few are all new to the series, while the five titles tucked away, have been released on one or another of the Game Boy Color collections. For the most part, these hidden games are more memorable and playable than the starting selection – it's these original classics that first filled and inspired the GBC titles. From these initial few, only one (*Boxing*) is downright awful; the rest range from the excellent *Fire* to the super-hard *Rain Shower* via the classic *Mario's Cement Factory* (just why is a plumber making cement anyway?).

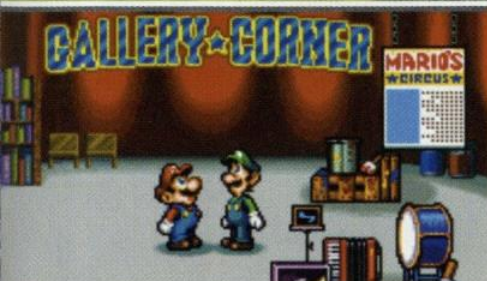
If you don't remember at least one of these games from first time around, you'll probably be missing the point of

this title. While many of the games are great fun to play (especially in Modern mode), a lot of the better and more memorable games like *Mario Bros* and *Donkey Kong* are locked away and you'll have to play the rest for a while before you see them. If you do remember some of the games on show here, you'll probably want to play this to see if they've stood the test of time. The answer will probably be no, but it's worth finding out for yourself – these games simply won't have the same impact on you without the nostalgia factor that goes with them. So is this worth buying, then? In a word, yes. There's something for everyone here. People who remember it all first time around get the excellent Modern mode updates, while for newcomers it's a valuable insight into Nintendo's history. Graphics and sound are exactly as you'd expect but, even so, these manage to be some of the most playable games around. In all fairness, perhaps it's not quite worthy of the asking price, but so long as you enjoy at least six or seven of the games (and you most likely will), you'll be getting enough to keep any gamer happy for a good while.

LUKE

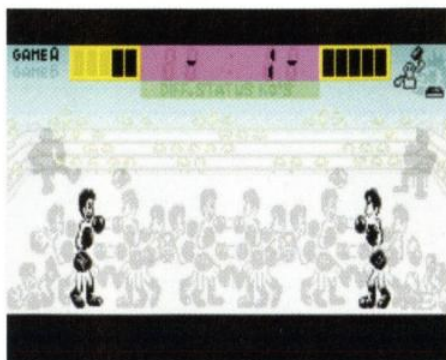
"A VALUABLE INSIGHT INTO NINTENDO'S HISTORY"

YOU'RE A STAR! Good performance in any of the games rewards you with Stars. Get enough of these and you'll unlock gallery items and new games.



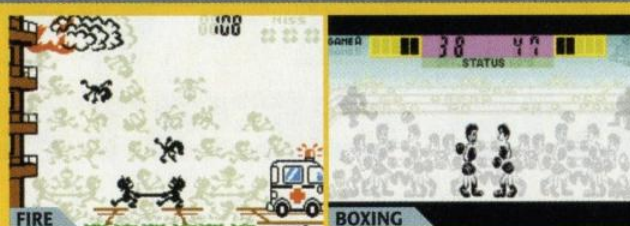
BOXING CLEVER

While some of the games have aged fairly well, others don't look quite as good now as they did back in the day. The best example of this here is *Boxing* – possibly the simplest beat-'em-up ever made! The best thing to compare this to is 'Paper, Scissors, Stone' but without the skill. Classic mode is obviously the worst offender and it's all but impossible to see what's going on, let alone respond to your opponent's moves. It quickly becomes the case that you can win a fair few matches just by randomly tapping the buttons on your GBA and then it degenerates to desperate button mashing... this game is horrible. Modern mode unfortunately does little to rectify this either; granted, the bold and colourful graphics are a lot easier to understand, but still the gameplay is as bad as before. This is the perfect example of the type of game people will remember with smiles on their faces, then they'll actually play it again and discover it to be rubbish. By all means play it, but only to get enough Stars to open up the sublime *Chef*.



SIX OF THE BEST

SO YOU WANT TO KNOW WHAT EACH OF THE GAMES IS ALL ABOUT, HUH? READ ON...



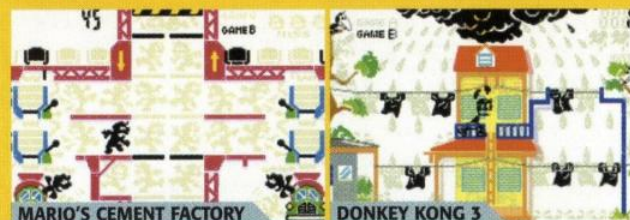
FIRE
Rescue people from the burning building by bouncing first to the ambulance. Tricky at first but you'll get the hang of it in no time!

BOXING
Its, er, boxing. Punching, guarding... that sort of thing. Fun for a while, but it's easier to mash buttons than to play properly.



DONKEY KONG JR
A simplistic platformer – rush to the key and take it to the cage. Do this enough to free DK and move on to a trickier area.

RAIN SHOWER
Quite complex in terms of planning, you've got to tug the washing lines to keep the clothes from getting wet. The hardest game on here.



MARIO'S CEMENT FACTORY
A classic. Empty the containers as they fill up by traversing the lifts... it looks easy but it gets pretty hard pretty fast!

DONKEY KONG 3
An odd one and no mistake. Use your bubbles to blow the hazards away from yourself and towards DK. Strangely compelling.

DO WELL ENOUGH IN THESE AND THERE'S MARIO BROS, DONKEY KONG, FIRE ATTACK, CHEF AND OCTOPUS TO UNLOCK TOO!

VERDICT

A DECENT COLLECTION OF CLASSIC BUTTON-BASHING HAND-HELD FOR YOUR GBA.

GAME AND WATCH GALLERY ADVANCE

- VISUALS**
Classic mode is faithful to the LCD hand-helds, but Modern mode polishes it up a little.
- AUDIO**
Turn it down unless you want to drive people insane – effects and music drill straight into your skull.
- GAMEPLAY**
It's good to see that most of these titles retain their playability today. There are a few turkeys though.
- LIFESPAN**
Lasts as long as you make it. If you want to get everything, you'll be playing this for a long time.
- ORIGINALITY**
The Modern modes update the old games but otherwise there's nothing much new here.

ALTERNATIVE

GAME AND WATCH GALLERY 1/2/3

The GBC versions are the only other similar titles of the same standard. Worth checking out if you're after different games.



OPINION

TIMELESS!

This game is outstanding for one major reason that Luke has forgotten – it has the dubious honour of being the very first NEW release to feature the classic Nintendo characters – but even this is a *Game & Watch!* Don't they see the irony? **JEM**

8.0

FINAL SCORE

8.1

A BIT EXPENSIVE FOR WHAT IT IS, BUT FUN NONETHELESS. THIS HAS SOMETHING FOR EVERYONE.

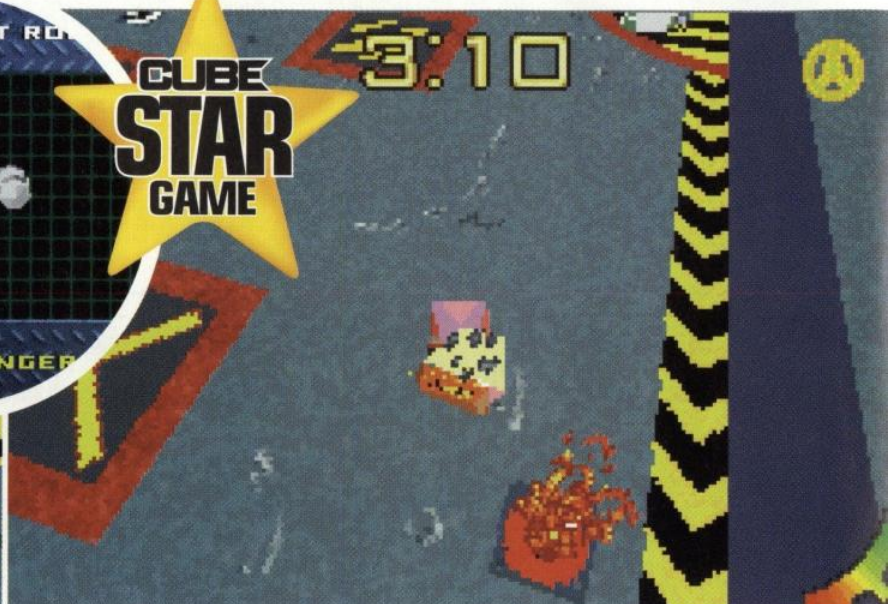
Let the wars
begin again!

CHAOS ECT RO

WAR
STARS

Just like the first Robot Wars game all the favourite robots are included. You start with only a few choices, but unlock more as you progress including the mighty Chaos 2 and Hypnodisc.

CUBE
STAR
GAME



ROBOT WARS EXTREME DESTRUCTION

TOTAL
ADVANCE

INFORMATION

ROBOT WARS: EXTREME DESTRUCTION

PUBLISHER: BBC MULTIMEDIA

DEVELOPER: GAMEZLAB

PRICE: \$79.95

ORIGIN: UK

PLAYERS: 1-4

STATS

BUILD YOUR OWN ROBOT

DIFFERENT GAMEPLAY MODES

NEW ROBOTS TO BE WON

GAUNTLET CHALLENGES

NO CRAIG CHARLES!

RELEASE DATE: OUT NOW

The new series is back with a vengeance bringing all new bots and plenty of fun challenges as well!

THE WARS

have returned and this time there are more robots, more arenas and much more mayhem. The game is very similar to *Advanced Wars*, in that the same smooth game engine has been used to create excellent feel when controlling your mechanical warrior. There are of course a number of additions with loads of new arenas to fight in, plenty of challenges and mini-games, plus a few destructive multi player battles that you can play with your friends. *Extreme Destruction* has now come inline with the latest BBC series and features the Ref Bot plus all the arena additions like flame throwers and flip pads. You can now also play the gauntlet challenges, which include slalom, skittles and a fun game that involves pushing fridges and cookers into the arena pit. This involves more robot control rather than the as ultra aggressive attacking you will need in the tournament. The robots control very much like a remote control offering you a

chance to feel exactly what it would be like to take part in the wars. When you add to this the ability to build your own robot and fight against popular series winners, like Chaos 2 and Hypnodisc, there really isn't anything missing from this title. The sound is reasonable throughout, plus all the arenas look superb on your tiny little screen. With so much playability and fun to be had from this game, we believe it could sell very well with *Robot Wars* fans. Even if you are not a fan of the TV series, you can still have plenty of fun with this cartridge as it is very simple to play and the rules are also very easy to understand. We believe this is a great game and it will provide hours of botty entertainment in a way only robot wars can provide. Don't waste time twiddling your finger, get to the shops and get involved with the wars.

RUSS



You can imagine just how excited Craig Charles would be about this fight - slightly!



PRIZE BOTS: For winning any of the tournament games and challenges, you can now win new parts to improve your own robot.

SELECT WEAPON

LIGHT REAR CLAW

SPEED: 4
POWER: 6
WEIGHT: 25.5 KG
RELIABILITY: 9

TOTAL KG: 103

CONFIRM

AUTO FINISH

SELECT CHASSIS

WEDGE

WEIGHT: 27 KG

NOTES: REQUIRES
SRIMECH

TOTAL KG: 27

CONFIRM

AUTO FINISH

SELECT WEAPON 1

LIGHT FRONT
FLIPPER B

SPEED: 2
POWER: 3
WEIGHT: 16 KG
RELIABILITY: 7

TOTAL KG: 77.5

CONFIRM

AUTO FINISH

SELECT TRACTION

2 WHEELS

CLEARANCE: 4
WEIGHT: 9.5 KG
RELIABILITY: 10

TOTAL KG: 56

CONFIRM

AUTO FINISH

DESIGN YOUR ROBOT

Building your own robot looks like fun, but then all the parts can be expensive and you need to have a very good knowledge of electronics in order to piece them all together. *Robot Wars* has the option for you to create your own robot along with several weapons and some new special moves. You can choose the shape of the bot and also how many wheels or tracks it will use. You must then decide on what motor will run the machine, remembering that there is a weight restriction to enter the wars. Finally two weapons can be placed onto the finished chassis and you are then ready to enter the arena. As you win new weapons, options will unlock enabling you to change your bot to create even more destruction.

RUN THE GAUNTLET

ROBOT DECATHLON | FIGHTING ARENA

Among the many single player games is the gauntlet, where you are challenged to make your robot do more than just fight. Most of these challenges do not require weapons, so you can choose to build your own robot or control one of the many stars. The

six games can be played at three levels, from Bronze to Gold and each stage gets progressively tougher. Let's have a look at a few of the mini-games.



SLALOM

The slalom game is all about avoiding the cones and getting to the finish line as quickly as possible.



SKITTLES

For this challenge, you must knock over all the skittles in the arena as quickly as possible.



LONG JUMP

In the long jump, you must drive your bot onto the flipper board and then wait to get thrown across the arena.



SUMO BASHO

This tough contest pits your small robot against a giant bot to attempt to push each other out of the ring.



DUMP

Several items are scattered around the arena and you have to push them all into the pit to be destroyed.



DROP ZONE

Crates fall from above onto the floor and you must quickly destroy them all by crashing into them.

VERDICT

➔ MORE HANDHELD FUN WITH WEAPON LADEN ROBOTS. THIS WAR IS AS REAL AS IT CAN BE.

➔ ROBOT WARS
EXTREME DESTRUCTION

VISUALS

Good all round graphics with loads of special effects; fire and smoke emerging from broken machinery.



AUDIO

The sound is alright throughout. You can clearly hear the robots whirling around the arena.



GAMEPLAY

Familiar gameplay to the first Robot Wars game. It feels just like controlling your own robot!



LIFESPAN

The gauntlet mode make for plenty of single player gameplay, but you can also play with friends.



ORIGINALITY

It's very similar to the first game, only with all the updates necessary to keep it inline with the TV series.

ALTERNATIVE

ROBOT WARS
ADVANCED WARS

Fun title that takes all the elements in the hit TV show and places them right at your fingertips, authentic indeed.



OPINION

8.2

RIPROARING! It's amazing how much they've managed to squeeze into this game – it doesn't actually take up much of the cart, but it's got hours and hours of play in it – now that's clever design!

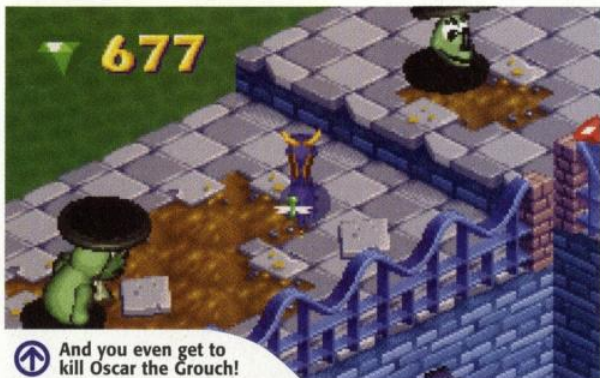
JEM

FINAL SCORE

9.0

A BRILLIANT UPGRADE BRINGING IT RIGHT UP TO DATE WITH THE CURRENT SERIES. YOU'LL ALMOST COMPETE FOR REAL.

Reign Of Pretty Much Everything But Fire...



And you even get to kill Oscar the Grouch!



SPYRO THE D SEASON OF FLAME

TOTAL
ADVANCE

INFORMATION

SPYRO THE DRAGON: SEASON OF FLAME

PUBLISHER: VIVENDI UNIVERSAL

DEVELOPER: DIGITAL ECLIPSE

PRICE: \$79.95

ORIGIN: UK

PLAYERS: 1

STATS

HIT FRANCHISE

NEW CHARACTERS

AUTOMATIC SAVE

THREE HIDDEN CHARACTERS

RELEASE DATE: OUT NOW

The most purple videogame hero of them all returns for more frantic 3D flapping on your GBA!

THE LITTLE PURPLE

dragon is a giant in the world of cute videogame adventuring. But for all his success, Spyro's first GBA adventure was bursting with irritating quirks – the diagonal view which made it impossible to judge a landing properly; the awkward controls that forced you to try and re-try massive jumps and, of course, the unbelievable difficulty levels in the shoot-'em-up sections. And, bar the last problem, all of those quirks are here in the sequel. So why is it so addictive? Can a game get by on massive charm and great graphics alone? In a word, yes!

In fact, thank heavens for the Rhynocs. If it wasn't for them refusing to stay away from the Dragon Realms, storming in and stealing all the fireflies (thus reducing all of the dragons' fiery breath into ice) then Spyro and his pals would have been sitting around scratching themselves, and where's the fun in that? As it is, we're on for another batch of jewel-collecting, chasm-avoiding adventures, albeit this time with two new characters and some serious improvements.

The strange thing is, a lot of the really irritating things

from the previous game are still there – the diagonal view is still criminally misleading, the tunes are annoying and twee and the whole game format is instantly repetitive. But, these gripes aside, it's the closest thing to a vaguely taxing *Banjo Kazooie*-style adventure we might ever get. And the extreme anger of defeat usually dissipates after a while, especially when some of the surprise rounds pop up.

A lot of the challenges are awkwardly designed, but the sheer number and novelty of them is outstanding. Impromptu ice hockey against a vicious polar bear, leading a cowardly carol-singing llama home, helping a dwarf-thing complete a cake – not the sort of challenges you expect in most formulaic GBA adventures.

Between the ridiculous difficulty of these challenges, plus the numerous hidden areas and bonuses (not to mention a whole new Sparx game to play on completion), *Spyro 2*, for all its faults, shows that it is possible to create a good value long-playing adventure without any link-up options. Irritatingly.

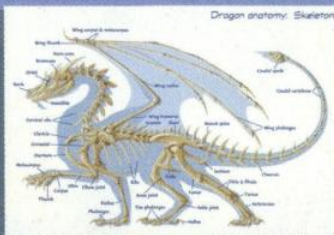
JEM



THEY'RE NOT LOCKED UP!

LOOK WHAT WE DUG UP

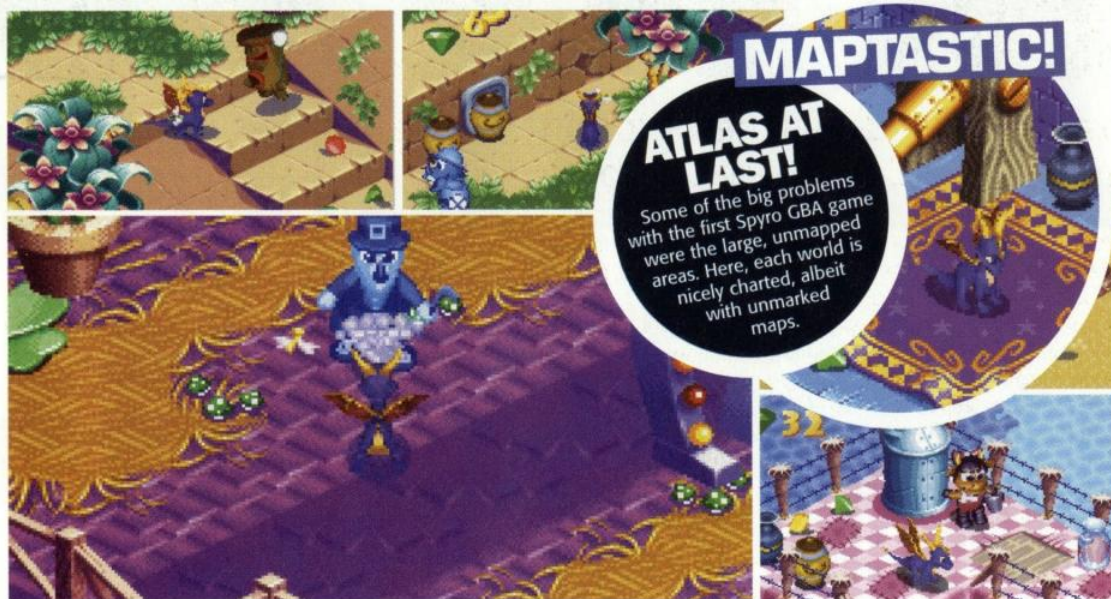
Just a brief search on the World Wide Web brings up some scary stuff – like this skeletal diagram from someone who genuinely, honestly believes that dragons exist. And if that fact doesn't make you feel a bit worried, there are people on the Internet who actually believe they are dragons, or are capable of turning into them. The fact that dragons are an urban myth from previous millennia, when people weren't quite as smart as they are now, seems to have escaped these lunatics. Look a little further and you'll discover whole webpages devoted to the worship of dragons, and hosts of webpages written by people who claim to be werewolves, or are undergoing treatment to turn themselves into clams or something. And these people can vote! It even makes going to church seem normal, doesn't it?



WEBBED WONDER: If you're itching for even more info on *Spyro 2*, Universal has set up an entire website for it! Check out www.spyrothedragon.com – flaming good!



RAGON 2:



MAPTASTIC!

ATLAS AT LAST!

Some of the big problems with the first *Spyro* GBA game were the large, unmapped areas. Here, each world is nicely charted, albeit with unmarked maps.

MORE MONKEY BUSINESS



Sheila the Kangaroo and Agent 9 the Space Monkey are compelled to join forces with Spyro and Sparx this time round – those Rhynocs don't care who they annoy, do they? As you zoom around the central hub areas, you'll bump into these friendly heroes standing by the usual doorways – but go through and the whole game perspective changes! Puzzles are done away with as you find yourself bounding around 3D

grids and bouncing on Rhynoc heads as Sheila, or using all sorts of Rayguns to do away with them in the side-scrolling Agent 9 episodes. They make a nice change from the usual action, but just like everything else in these games, they get irritatingly difficult way too early. Is this game meant for kids or not?

VERDICT

➊ **ANOTHER SUPERB ADVENTURE – NOT LONG LASTING, BUT ONE FOR THE COLLECTION.**

➋ **SPYRO THE DRAGON 2: SEASON OF THE FLAME**



VISUALS

As gorgeous as ever, with every new character slickly designed.



AUDIO

Options for voice effects, sound effects and music, which are annoying but clever.



GAMEPLAY

Great improvement from the awful difficulty of the first game, but perhaps too far the other way.



LIFESPAN

As it's easier than the previous game, it's also over a lot quicker. Get the balance right!



ORIGINALITY

There still hasn't been a colourful adventure quite like this on the GBA. Come on, Rare!

ALTERNATIVE

SPYRO: SEASON OF ICE

If you get through the sequel, you might be ready to tackle the horrendously difficult original!



OPINION

LEGENDARY!

Spyro easily fills the gap in the dragon-based-GBA-games market: what else is there? Reign of Fire and that's it. But never mind, *Spyro's* more than we need – this is a simply superb adventure, with hours and hours of play and re-play in it. Okay, so it gets irritating, but you'll soon forgive it after a few hour's rest!

SANNA

9.0

FINAL SCORE

9.1

MORE FANTASTIC CUTE ACTION, BUT A LITTLE REPETITIVE. ROLL ON SPYRO 3: SEASON OF CAKE!



Ahh, it's that famous reload animation. Meaty!

One Marine versus Hell!



DOOM II

Doom just got bigger and meaner than ever. But is it any better?

TOTAL ADVANCE

INFORMATION

DOOM II

PUBLISHER: ACTIVISION

DEVELOPER: TORUS GAMES

PRICE: \$79.95

ORIGIN: AUSTRALIA

PLAYERS: 1-4

STATS

CO-OPERATIVE MODES

9 WEAPONS

17 ENEMIES

30 LEVELS

RELEASE DATE: OUT NOW

DOOM.

The name itself is able to stir deep-seated emotions within PC gamers. The phenomenon started in the early nineties with a shareware demo, and it wasn't long before every PC owner was blasting away at all manner of demons from hell. Obviously, the first game spawned a sequel, and here it is in all its glory. At first it appears to be very similar to the first game, and, for the most part, it is. The levels use the same kind of textures, the weapons handle just like before and the monsters all seem rather familiar.

However, this time around the levels are a lot longer and meaner, and the design a lot tighter. The atmosphere is just as spooky as ever and... well, it doesn't really need explaining, does it? This is *Doom*, and we all

SSSHH!
I KNOW A SECRET...
Look out for secret areas – not only do they hide special items, but a counter at the end of the level shows the percentage of secrets found. Keep 'em peeled...

know what that means: rooms of enemies and plenty of ammo. The real issue here is the port – and there's good news and bad news. Just like the GBA prequel, enemies sink into the ground immediately after they've been shot, and you can only save at the end of levels – not a huge fault but some mid-level

saves would have been nice. These aren't major problems, though – the real offender is the choppy engine. It's nothing horrendous, but it's painfully obvious that there'll be some delay between you pressing the buttons and your Marine acting out your commands, which can be off-putting to say the least. But if you enjoyed the original game, don't let this put you off – this is everything the last game was, and more. Bigger guns (double-barrelled shotgun with the proper re-load animation – oh yes!), bigger enemies and, much bigger levels!

The only bad things about this game are the apparent lack of variety and the simply non-existent storyline. But then, *Doom* never was about that. It was about drawing the player in with the atmosphere and fear. Imagine creeping along a corridor, flickering lights above you causing unease before rounding a corner to be faced with a horde of bellowing imps – and you've only got three shotgun shells left. This is what *Doom* is all about. And for those who've never played the PC original before, it's wonderful.

GARY



Careful, Blossom, he might burst! And that wouldn't be pretty...

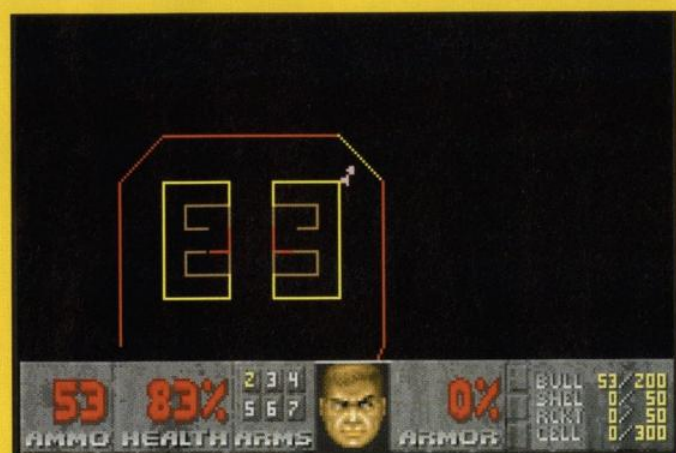


ARE TO FORM ION STORM.

JUMP, JUMP! Although there is no jump button as such, running off a ledge will let you leap across gaps in some cases.



"IMAGINE CREEPING ALONG A CORRIDOR TO BE FACED WITH A HORDE OF BELLOWING IMPS - AND YOU'VE ONLY GOT THREE SHOTGUN SHELLS LEFT"



IF KNOWLEDGE IS THE KEY THEN PASS ME THE LOCK!

Doom has never had any difficult puzzles or brain-busting problems to figure out. Generally, the nearest you'll ever get to having to use your brain is finding the three keys (yellow, red and blue) that are hidden around the vast levels and are needed to open their respective doors. Typically, they'll be behind secret doors or through mazes of seemingly random teleporters, but the secret of *Doom*'s wonderful level design is that they are never unfairly placed. The important things to look out for are the secret doors on the map - all entrances and exits are signified by a yellow line. If you're facing a wall and it appears yellow on the map, then you can bet that pressing the action button while you're up close will give you a little surprise!

↑ If you aim well you can take put several enemies with one shot.

HEALTHY LIVING

There are several items that you can use in *Doom* to keep your health hovering above the fatal zero. These are...

- **Medikit:** Providing you don't have 100% health, this will up your health 25%



- **Health Jar:** Gives you 1% health



- **Combat Armour:** This will give you the maximum armour you can have - 200%.



- **Spiritual Armour:** Gives you 1% armour, you lucky type you.



- **Soul Sphere:** Boosts your health by 100%, to a maximum of 200%.



- **Berserker:** If you pick this up, your punches will have the power of rocket launchers! This lasts for 20 seconds.



- **Stimpack:** If you have under 100% health, this will give you a 10% boost



- **Radiation Suit:** Prevents damage from slime or lava. You have 60 seconds before it runs out.



- **Security Armour:** If you have less than 100% armour, this will give you 100%



- **Mega Sphere:** Adds 100% to your health, and boosts your armour to 200%.



VERDICT

⊕ **BLOOD-SPOUTING, GUT SPRAYING NON-STOP ACTION FEST. JUST WHAT WE LIKE!**

DOOM II



VISUALS

The levels feel solid enough, but the textures are messy and can cause a lot of confusion.



AUDIO

It's the same cheesy but oddly spooky music, and the sound effects are gruntingly pleasing.



GAMEPLAY

One word - solid. The weapons are balanced beautifully and the enemies are challenging.



LIFESPAN

Thirty super-tough levels and co-operative death match modes. Everything an FPS needs.



ORIGINALITY

'Been done' comes to mind when playing *Doom II*. However, it was *Doom* itself that started it all!

ALTERNATIVE

BALLISTIC: ECKS VERSUS SEVER

Hasn't got half the menacing atmosphere of *Doom*, but it makes up for this with a lot more variety. So many different ways to shoot things!



OPINION

AW, SHOOT!

Doom has it's followers, and no doubt this will trickle off the shelves quite happily this Christmas. But to be honest, when you've got intelligent modern FPSs like *Ecks Vs Sever*, it does look a little like *Doom* and it's ilk have had their day. Still, stalwarts will love every minute!

JEM

7.7

FINAL SCORE

8.4

IT'S DOOM AND IT'S AS GOOD AS IT EVER WAS - BUT THE GENRE HAS MOVED ON SINCE, AND SOMETIMES IT'S NOT HARD TO SEE WHY.

I ♥ NINTENDO

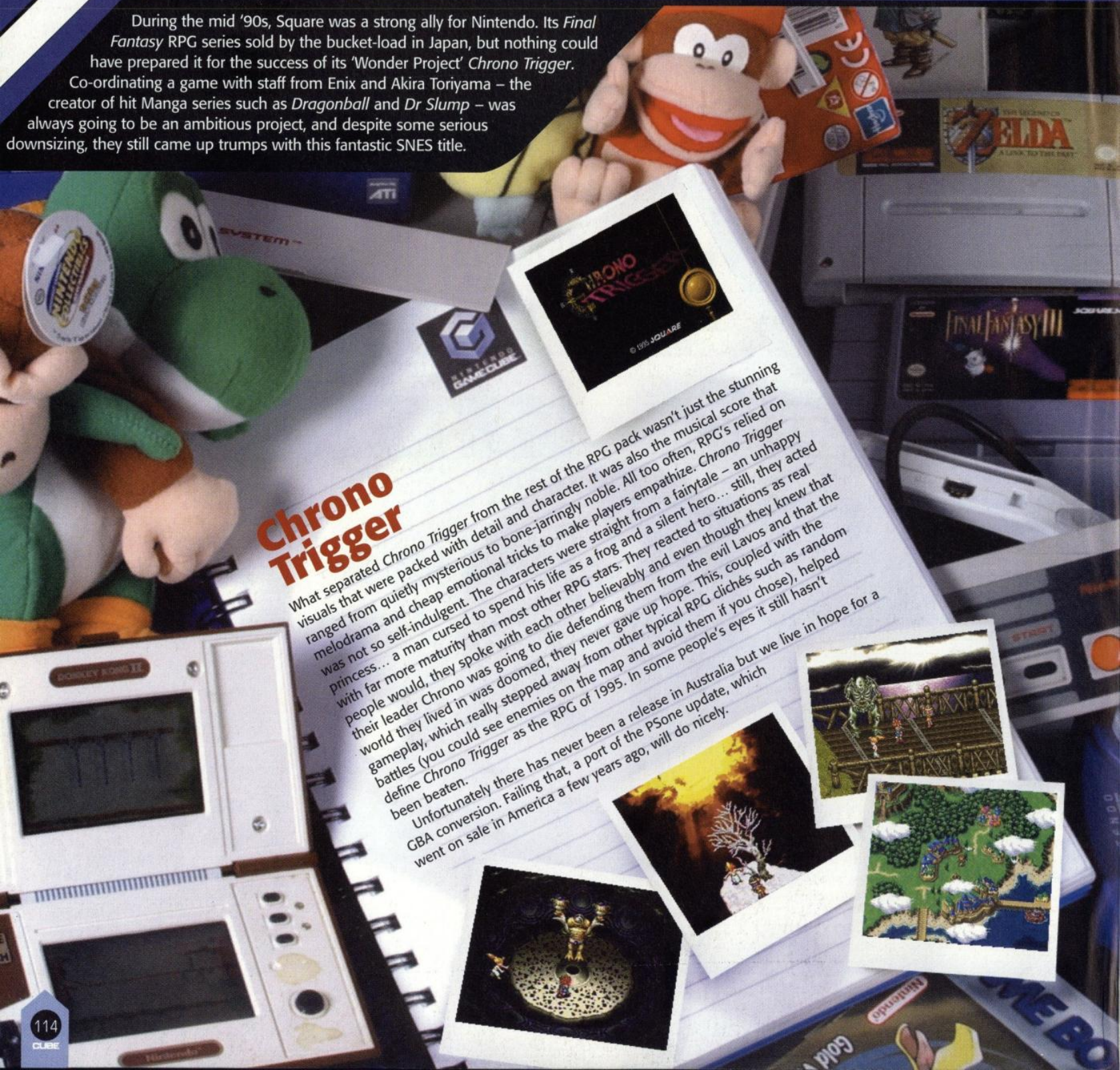
During the mid '90s, Square was a strong ally for Nintendo. Its *Final Fantasy* RPG series sold by the bucket-load in Japan, but nothing could have prepared it for the success of its 'Wonder Project' *Chrono Trigger*.

Co-ordinating a game with staff from Enix and Akira Toriyama – the creator of hit Manga series such as *Dragonball* and *Dr Slump* – was always going to be an ambitious project, and despite some serious downsizing, they still came up trumps with this fantastic SNES title.

Chrono Trigger

What separated *Chrono Trigger* from the rest of the RPG pack wasn't just the stunning visuals that were packed with detail and character. It was also the musical score that ranged from quietly mysterious to bone-jarringly noble. All too often, RPG's relied on melodrama and cheap emotional tricks to make players empathize. *Chrono Trigger* was not so self-indulgent. The characters were straight from a fairytale – an unhappy princess... a man cursed to spend his life as a frog and a silent hero... still, they acted with far more maturity than most other RPG stars. They reacted to situations as real people would, they spoke with each other believably and even though they knew that their leader Chrono was going to die defending them from the evil Lavos and that the world they lived in was doomed, they never gave up hope. This, coupled with the gameplay, which really stepped away from other typical RPG clichés such as random battles (you could see enemies on the map and avoid them if you chose), helped define *Chrono Trigger* as the RPG of 1995. In some people's eyes it still hasn't been beaten.

Unfortunately there has never been a release in Australia but we live in hope for a GBA conversion. Failing that, a port of the PSone update, which went on sale in America a few years ago, will do nicely.



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